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June 1993
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FIRST REVIEW

Strike Commander

*Can Origin's state of the art flight
sim destroy the opposition?*

PLUS DOGFIGHT, THE LEGACY, SERPENT ISLE, 7TH GUEST

NATIONAL LAMPOON'S CHESS MANIAC 5 BILLION^{and 1}

**Great minds
invented chess -
Warped minds
invented
Chess Maniac!**

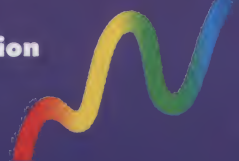


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Paul Lakin

The Editor

June 1993
Issue Three



PC ZONE

dir.ectory

In the Amiga's gamesplaying childhood games tended to be straight conversions of 8-bit originals. Not terribly sophisticated but pretty playable. Then programmers got more at home with the Amiga's graphics capabilities (hardware scrolling, blitter etc.) and the machine went through a difficult adolescence of games that were graphically superb but playably challenged.

As the PC becomes more recognised as a games machine and SVGA becomes more widely available, is the same thing going to happen again? A glance at some of the reviews in this issue suggests it might. That's the problem with adolescence - looks matter so much.

Oh dear, only the third issue and the editorial is already getting pompous and opinionated.

REVIEWS

22 Strike Commander

ONE OF THE MOST exciting prospects of the year, programmed by the man behind *Wing Commander* and boasting some superb graphics, this 'flight sim with a storyline' was one of the centres of attention at the recent European Computer Trade Show. But what's it like underneath all the glitter?



29 Dogfight

EVER FANCHED the chance of taking a lowly Sopwith Camel up against five F16As? Well your (somewhat insane) wish could come true in MicroProse's aerial game of 'What if...'

34 Spaceward Ho!

THE FIRST SPACE trading game in which the planets wear stetsons.

38 Tony La Russa Baseball II

THE NAME SAYS IT ALL. A game for arcade nuts and stats buffs alike.

43 Terminator 2029

'I'LL BE BACK' he said and in software terms he certainly wasn't lying. Another shoot 'em up based on the evils of a SkyNet world.

46 International Rugby Challenge

REMOVE YOUR FRONT teeth, put on a few well placed plasters, practice crying to your national anthem and prepare for some serious ovoid action.

52 Serpent Isle; Ultima VII Part 2

NOT EXACTLY A SEQUEL, yet not exactly a completely new game either. If you can't even work out that little puzzle then what hope have you of finishing the Avatar's latest quest?

57 Wayne Gretzky Hockey 3

GET YOUR SKATES ON (ho ho) and then start smashing into everyone in sight. Torville and Dean it ain't.

60 The Legacy

BROODING HORROR awaits the unfortunate inheritor of Winthrop Mansion in the latest adventure to take its inspiration from classic horror writers. This time Edgar Allan Poe provides the atmosphere.

68 Unlimited Adventures

A FANTASISTS FANTASY. The chance to design your own dungeon adventures. Beards and parkas not included.

COVER GAME P22

BLUEPRINTS

16 Syndicate

HAVING PRODUCED games of such awesome wonder as *Populous* and *Powermonger*, Bullfrog are obviously more than a little clever. Duncan MacDonald checks out their latest outing and tries to work out their collective IQ.

74 Innocent Until Caught

IN A BID TO ESCAPE from the world of squeaky clean adventures Paul Lakin takes a walk on the wild side with *Divide By Zero* and their street-wise hero Jack T. Ladd.

76 7th Guest

VIRGIN ARE ABOUT to release their much heralded CD horror adventure. Paul Presley is the only man in the office (or maybe even the world) with a CD ROM drive. We thought they should meet.



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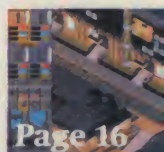
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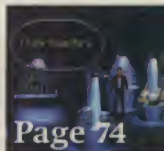
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Annoy the Jones' on page 88

Win a serious
sound system
and 10 copies
of Zool
on page 36

PART 2

dir.ectory

FEATURES

80 That's Edutainment

ONLY ISSUE THREE and already we've been reduced to doing a feature on Educational software. Phil South checks out the games that are both fun and functional.

88 3D Garden Design

IN A CARELESS moment we let Duncan MacDonald loose on Europress's horticulture sim. We should probably have known better.

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SIX PAGES OF the latest news gathered by our tireless news-hounds from trade shows, interviews and the toilet walls in the Red Lion.

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THE LOWDOWN ON what a Troll is and what you should do with it. Also a frighteningly techie guide to the special Trainers.

36 Competition

WIN A SERIOUSLY smart Micro System and 10 copies of Gremlin's great platform game Zool.

64 Competition

FEELING VIOLENT? Well we've got just the answer, 50 copies of Wolfenstein 3D for you to win in a far from demanding competition.

70 Bargain.Bin

A CHANCE TO SAVE yourself some dosh and catch up on some old classics in this look at the latest budget and compilation releases.

85 Bits & PCs

DON'T THROW YOUR PC out of the window, instead let our Technical Editor Mark Burgess patch up your relationship with your PC.

91 Troubleshooter

FOR HACKMASTERS™ and TruePlayers™ we have Part 2 of our Ultima Underworld 2 solution, a squadron of hacks to X-Wing and much more.



50 copies of
Wolfenstein 3D
to be won
on page 64

PC ZONE

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MORE NUGGETS from the worlds of PD and Shareware painstakingly dug out by Mark Burgess who dusts them down and looks for traces of gold.

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YOUR CHANCE TO tell us what you think of us, the world of PC games and the price of tinned tuna with mayonnaise. Plus exclusive news on Mavis Beacon.

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HAVE PC Zone delivered straight to your door, save money and get an absolutely free Electronic Arts game into the bargain. You know it makes sense.

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UPDATED EVERY MONTH, our listing of every currently available game. This month's special section is Strategy.

120 Zoneware

OUR VERY OWN bargain basement where you can pick up a whole host of Shareware games and utilities.

122 Mr Cursor

HAVING SPENT MONTHS hiding in the wardrobe from his PC, Mr Cursor decides to take a few tentative steps towards it. Not for the faint hearted.

19 Bolsover St,
London W1P 7HJ.
Tel: 071 631 1433
Fax: 071 436 1321

Editor Paul Lakin; Art Editor
Duncan C. Hemphill; Deputy Editor
Laurence Scottford; Technical
Editor Mark Burgess; Production
Editor Kirsty Fortune; Designer
Marco Crisari; Contributors Duncan
MacDonald, David MacCandless,
Patrick McCarthy, Vici MacDonald
(Design), Paul Presley, Phil South;
Advertisement Manager Sara
Parker; Sales Executive Mike
Shepherd; Group Advertising
Manager Christine Reid; Publisher
Tim Ponting; Group Art Director
James Egerton; Ad Production
Manager Jenni Wood; Group
Production Manager Jim Bulley;
Director of Circulation Sean
Farmer; Newstrade Manager
James Burnay; Publishing Director
Bruce Sawford; Managing Director
Alistair Ramsey; Chairman Felix
Dennis; Published by Dennis
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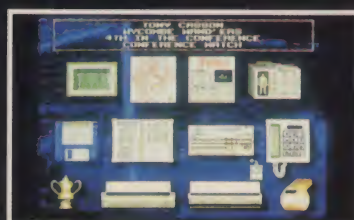


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there's only one good enough to be called...



PREMIER MANAGER



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Gremlin Graphics Software Ltd., Carver House, 2-4 Carver Street, Sheffield S1 4FS. © 1992 Gremlin Graphics Software Ltd. Tel: (0742) 753423.

Bulletin

Lost In Time

If you woke up to find yourself on a strange boat you might simply assume that last night was one hell of a party. If you then discovered that the year was 1840 you might get a tad more worried (no drink is *that* good). To give away more of the scenario would be to spoil the game since *Lost In Time* involves working out what you need to do before even considering how you're going to do it. However we can reveal that the game is graphically superb. Not only does it use full motion video for many of the scenes but it has three different styles of graphics; the present is viewed in full video, the 19th century boat as a 3D environment and the Caribbean island as a comic strip. The game has been designed very much like a film, using professional actors and filming in different French locations.

The heroine of the game is pilot and egg-eater Doralice, for whom this is the first of many planned adventures. Unarmed she has to use brain rather than brawn to solve puzzles. And when we say she, we of course mean you.

Publisher: Coktel Vision **Price:** tba **Out:** Autumn



Games relief

+ Journalists and television personalities took part in a 24 hour Gamathon on 11 March in aid of Comic Relief. The event, organised by Text 100, involved the contestants battling it out in MicroProse's *Grand Prix*, US Gold's *Comanche - Maximum Overkill*, and Domark's *Trivial Pursuit*. A good time was had by all and the event raised £8500 for charities working in Britain and Africa.



Chess Maniac 5 Billion And 1

If you thought some of the characters in *Chessmaster 4000* were a tad on the weird side wait until you come up against *Chess Maniac*. Not only are the pieces of a distinctly exotic nature but combat is carried out by digitised characters. To round it all off the computer itself cheats (but then doesn't it always?).

Publisher: MicroProse **Price:** tba **Out:** May



Beavers

Any game that runs with the slogan 'Are you eager for Beaver' deserves an award for nerve if nothing else. As Jethro you are leader of 'The Beavers Supergroup' (Of course you are dear, just take another aspirin.) and jealous rivals 'The Rappin' Rabbit Rockers' have kidnapped your wife. She'll not be released until The Beavers disband and destroy all their master tapes. (Now that's enough darling, have you been at the meths again.) Cue 18 levels of platform lapping and puzzle solving. Ah well hang goes the PC's serious image.

Publisher: Grandslam Price: tba Out: August/Sept



Dream Machine

+ The Acer Group has created a 486SX PC, the Acer Personal Activity Centre which, for the bargain price of £1999 exclusive of VAT, has managed to pack a telephone, fax, modem, stereo and multi-media system into one box. The Acer PAC comes with a specially written front end running under Windows 3.1 and DOS 5.0, which allows easy and intuitive access to all of the advanced features of the machine. Even if you do get stuck, there are extensive illustrated on-line help screens to put you back on track.

If a 486SX with a clock-speed of 25MHz isn't fast enough for you, then you'll find upgrading easy and cheap thanks to Acer's patented ChipUp technology which enables the user to upgrade to a 486DX or even a 486DX2 running at 66MHz, simply by plugging in a new processor.

The Acerpac 450 is available now from electrical multiples and leading department stores. For further information contact MMC Group on 081 336 1282.



Cyber Race

THERE HAVE BEEN 3D combat and racing simulations before but this one could be more than a little different. The designer is Syd Mead, an 'industrial designer and futurist', who worked on such gems as *Blade Runner*, *2010* and *Star Trek: The Motion Picture*. As Confucius once said 'Any man responsible for the designs in *Blade Runner* is alright in my book.'

Publisher: Cyberdreams Price: tba Out: June

DISPATCHES

+++ MIRAGE, THE COMPANY responsible for *The Humans* and *Ragnarok*, are gearing up this summer for some technically advanced products having signed Ex Bitmap Brother, Sean Griffiths to head up the in-house development team, Instinct. It's first product is likely to be *Rise of the Robots*, a futuristic beat 'em-up using state of the art 3D modelling software to create fluid and stunning animations of giant robots. Two other Mirage projects, both making heavy use of movie techniques, are *Adrenalin Factor* and *Return to the Lost World*.

+++ IN MIRAGE'S SPACE JUNK, actors will be getting inside models as they don huge latex heads to be digitised using the Imagination system developed by Imagitec Design, the creators of *The Humans*.

+++ ANOTHER COMPANY WITH A line-up of digitised beasts is Krisalis, currently putting the finishing stages to an, as yet untitled, horse racing simulation based on the American game *Quarterpole*.

+++ FROM HORSES TO DRAGON boats, Krisalis is now putting the finishing touches to the PC version of its Amiga classic, *Vikings - Fields of Conquest*. This strategy game for up to six human or computer controlled players has each player battling to become King of medieval England. Krisalis promise improved 256 colour graphics and all the playability of the original. *Vikings - Fields of Conquest* should be available by the time you read this for £34.99.

+++ IN THE THIRD FORTHCOMING game from the Krisalis stable, the kingdom in question is not conquered but forgotten. *The Lost Kingdoms* is a huge role-playing strategy simulation set in fantasy/medieval times. Look out for it in September priced £34.99.

+++ RENEGADE ARE STARTING to convert some of their 16-bit hits onto PC. The Bitmap Brothers' classic Wellsian shoot 'em-up, *The Chaos Engine*, is set for release later in the year while slightly closer at hand is the platform hit *Fire & Ice*.

+++ FURTHER PLATFORM ANTICS from Millenium who have products ranging from the dangerously cute (*Metamorphosis*, *James Pond 2*) to the dangerously dangerous (and not at all platformy) *Beastball* all set for release later this year.

Bulletin

Maelstrom

The latest computer technique to influence the games world is cellular automata – the principle behind *Life*, John Conway's popular 'software toy'. Empire are to produce a planetary war strategy game called *Maelstrom* which uses cellular automata to give every character in the game the appearance of having its own life, motivation and rules.

The game combines strategic battle planning, slick animation and a multitude of computers, weapon types and ships.

According to the preview demo *Maelstrom* 'plays like a novel but features multiple, independent, non-linear, concurrent storylines.' Pretentious? Yes, but it could be good.

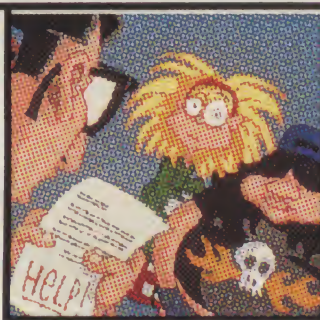
Publisher: Empire **Price:** £39.99 (CD and disk versions) **Out:** Now



Day Of The Tentacle

ALTHOUGH TECHNICALLY a sequel to the highly rated *Maniac Mansion*, this wacky, cartoon-style adventure also owes a lot to *Monkey Islands 1* and *2* since its two designers helped evolve the game designs and wrote most of the dialogue for those games. Can't be bad.

Publisher: LucasArts/US Gold **Price:** tba **Out:** May/June



The Blue And The Gray

+ From Edward Grabowski, the man behind *Rorkes Drift* and *Cohort*, comes the latest in the Impressions Micro Miniatures™ series. This time the scenario is the American Civil War and the game enables you to take part in the wider strategic decisions as well as the Micro Miniatures battle which includes up to a staggering 200 animated figures.

Publisher: Impressions **Price:** £34.99 **Out:** June



European computer trade show awards 1993

We could use terms like 'prestigious awards', 'a dazzling array of stars' and such like when announcing this year's ECTS awards, but these are awards largely voted for by computer games journalists, so you'd probably only laugh if we did.

The ceremony was held in London's derelict church-cum-night club, The Lintelight Club and without further ado, here are the winners.

BEST SOUNDTRACK: *Secret of Monkey Island 2 - Le Chuck's Revenge* (US Gold)

BEST EDUCATION/PRODUCTIVITY PACKAGE: *Where in the World is Carmen Sandiego?* (Electronic Arts)

BEST ROLE PLAYING/ADVENTURE GAME: *Secret of Monkey Island 2 - Le Chuck's Revenge* (US Gold)



Oh no! I've forgotten the marshmallows!

BEST GRAPHICS: *Alone in the Dark* (Infogrames)

BEST SIMULATION: *Formula One Grand Prix* (MicroProse)

BEST ACTION/ARCADE GAME: *Streetfighter II* (Capcom)

GOING LIVE! VIEWER'S AWARD: *Sonic the Hedgehog 2* (Sega)

MOST ORIGINAL GAME: *Alone in the Dark* (Infogrames)

BEST COMPUTER GAME: *Indiana Jones and the Fate of Atlantis* (US Gold)

BEST HARDWARE: Super Nintendo

OVERALL GAME OF THE YEAR: *Streetfighter II* (Capcom)

SOFTWARE PUBLISHER OF THE YEAR: Electronic Arts

Return Of The Phantom

YOU ARE MICHAEL CRAWFORD, sitcom actor turned musical star... no you're not. You're Inspector Raoul Montaud and hopefully you have a steady nerve and a quick brain since your attempts to rescue your friend Christine result in you being transported back to the Paris Opera in 1881 where you face endless puzzles and perils and finally the Phantom himself. This graphic adventure makes use of the MicroProse Adventure Development System's intuitive interface as well as atmospheric music and graphics to cast you into a world of mystery and horror. Co.

Publisher: MicroProse **Price:** tba **Out:** June



Maxis expands to year 2000

+ Maxis' successful partnership with Mindscape looks set to continue with the announcement that Maxis is to produce *Sim City 2000*. It utilises a 3D perspective, but existing users of *Sim City* will be able to convert their existing data sets because the graphics will automatically be updated.

Perhaps the most exciting aspect of the new game is that Maxis is working with other companies to create compatible products, so that, for example, you will be able to click on an airport in the city you have created and enter a flight simulation to inspect your masterpiece from the air. A 'Dolls House' add-on will allow you to enter and design individual buildings then populate them with interactive people.

The whole realm of linked products are to be labelled *Sim World*. There are no definite release details as yet, but watch these pages for news.

Publisher: Maxis/Mindscape
Price: tba **Out:** Winter 1993

...This is the city that Jack built.



When Two Worlds War

When controlling cities or nations gets too restrictive for you, how about controlling a whole planet? Of course your first act would be to gear that planet's entire economy to war and start having a rare old knockabout with the neighbouring planet.

As well as allowing you to design your own craft, develop new combat technology and set up complex missions, *When Two Worlds War* is also one of the first games to feature voice control. Provided you've got the Aria Soundcard that is.

Publisher: Impressions **Price:** £34.99
Out: May

DISPATCHES

+++ MINDSCAPE'S WORLDS OF Legend - Son of the Empire is the sequel to the highly acclaimed *Legend* and the third role-playing game to be created by TAG, the creator of *Bloodwych*. Using the same engine, this game is set in far Eastern lands, where, once again, you guide your party of four through a stunning isometric landscape. *Worlds of Legend* will be available in June.

+++ ANOTHER LEGEND TO BE hitting our monitors in June is *Star Wars*, this time in the form of a chess game. Mindscape's *Star Wars Chess* is based on the successful *Chessmaster* series and features all the familiar characters plus 72 capture animations.

+++ SPACE IS ALSO THE THEME of the latest compilation from Empire. *Space Legends* combines the role-playing game *Megatraveller 1: 'The Zhodani Experience'*, Chris Robert's masterpiece *Wing Commander* and Chris Sawyer's reworking of the David Braben classic *Elite Plus* in one value for money package. It can't be bad for £34.99, and it's available right now.

+++ ALSO MAKING A RETURN appearance, courtesy of Readysoft and Empire, is animated hero Guy Spy in *The Terror Of The Deep*. Readysoft promise that this latest in a series of interactive cartoon adventures will have 'increased player interaction and enhanced game play'. Of course it will.

+++ THERE ARE MORE animated larks to be had in Readysoft's *Kings Ransom*. This animated adventure game, due for release in September, has you exploring over 150 locations populated with 500 different characters in a quest to stop the powers of darkness gaining control over the land.

+++ YET ANOTHER SEQUEL TO appear with the Empire label is *Campaign II*. This tank sim now features post World War II equipment from M1 Abrams to T72s and modern weapon systems like guided missiles, armoured personnel carriers, along with infantry and helicopters. The game is released in October for £39.99.

+++ ANOTHER TANK SIMULATION to be given a fresh airing is the engine used in the hugely successful games, *Team Yankee* and *Pacific Islands*. This time the recent conflict in Kuwait and Iraq provides the setting as M1s are pitted against Iraqi troops. *War in the Gulf* is due for release soon at £34.99.



Bulletin



Simon The Sorcerer

+ You're probably familiar with Horrorsoft's somewhat gruesome adventures. Well their sister company Adventure Soft are monkeying around with something a lot lighter – a humorous adventure using a point 'n' click interface and crammed with all sorts of strange and unattractive beasts. The game aims to capture the appeal of certain buccaneer-based adventures from the other side of the pond, but with more anglicised humour, some highly defined graphics and, of course, oodles of magic.

Publisher: Adventure Soft **Price:** £39.99 **Out:** September

Pirates! Gold

Pirates! Gold continues the *Pirates!* story of adventure in the 17th century Caribbean with improved graphics, a slicker control system and a somewhat more taxing combat mode than its predecessor. There are now new cities to discover, new treasures to unearth and of course loads of Governor's daughters just waiting to be married.

Publisher: MicroProse **Price:** tba **Out:** May



DISPATCHES

+++ COMPUTER GAMES AREN'T all about conflict. Before hurrying to our Edutainment feature on page 80 you may want to note that Europress are releasing ADI Junior products to their ADI range of educational software. ADI Junior Reading and ADI Junior Counting both feature 15 activities and are aimed at 4/5 or 6/7 year olds.

+++ STILL WITH THE NON violent stuff Ocean and top 3D developer Digital Image Design have just tied the knot for at least three years and covering the next six products. Ocean have apparently put up a seven figure dowry to secure the match. The move is hardly a surprise, since Ocean and DID have been dating for some time, earlier fruits of their union being *F-29 Retaliator*, *Robocop 3*, and *Epic*.

+++ ALSO IN THE SIGNINGS department, Domark have snapped up Maelstrom – the development house behind classics such as *Midwinter* and whose Mike Singleton is frequently described by our own David McCandless as a 'genius'.

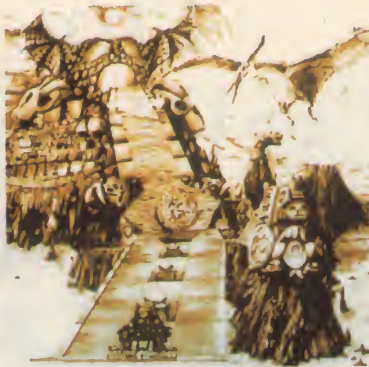
+++ ALL THIS TALK OF SIGNINGS brings us somewhat tenuously to Virgin's *Goal* – a football game from Dino Dini, programmer of the legendary (on other formats) *Kick Off I* and *II* – which is due for release in the Autumn. As is *Beneath A Steel Sky* – an animated comic book adventure from the people behind *Lure Of The Temptress*. Virgin are also bringing a couple of their PC classics onto the CD ROM namely *The Legend Of Kryandia* and *Shuttle*.

+++ THE ULTRASOUND 3D FROM Advanced Gravis is the first soundcard to simulate surroundsound using an enhanced stereo system. Developers writing games that support the card will be able to simulate the effect of jets screaming past in flight simulators, or even shots coming from behind the player. The company is also to release a software upgrade for the original Gravis Ultrasound, and three new packs: Ultra Air Combat Pack features the Ultrasound, Gravis Analog Pro joystick, and *Chuck Yeager's Air Combat*; Ultra Action Pak features the Ultrasound, Gravis PC Gamepad, *Test Drive III: The Passion* and *The Games: Winter Challenge*; Ultra Chuck Pak includes the Ultrasound and *Chuck Yeager's Air Combat*.

Rules Of Engagement 2

AS WELL AS BEING THE SEQUEL to a highly popular strategic space combat game, *Rules Of Engagement 2* is virtually a design-a-game kit containing not only the chance to create missions and campaigns but also the chance for a player to include their own graphics and animations.

Publisher: Impressions **Price:** £44.99 **Out:** May



SHADOW OF THE COMET

**A Game
like this
only comes
around
once every
76 years...**

A CALL OF CTHULHU ADVENTURE

The last time Halley's Comet flew past, the scientist Lord Boleskine observed that at a specific location in the village of Illsmouth, the stars appeared to be strangely close and threatening. As a result of this phenomenon Boleskine went insane, and his research work faded into obscurity. As a young astronomer, you travel to Illsmouth in 1910, three days before the Comet is due to fly past again, to try and solve the mystery : *Shadow of the Comet* plunges you into a terrifying universe where you must conduct a supernatural investigation into the worshippers of Cthulhu. Three days and three nights is all you have to free the world from the curse which hangs over it, for when the Comet passes again, Cthulhu and the Great Ancients will return. In the village itself, you will meet some forty people, all with greatly differing personalities. They will give you valuable information which is automatically recorded in a notebook which you can refer to at any time. In the course of this absorbing adventure, you will explore more than 100 full-screen settings using either keyboard commands or icons to perform certain tasks. Will you be able to lift the curse of Cthulhu and chase away the *Shadow of the Comet* ?



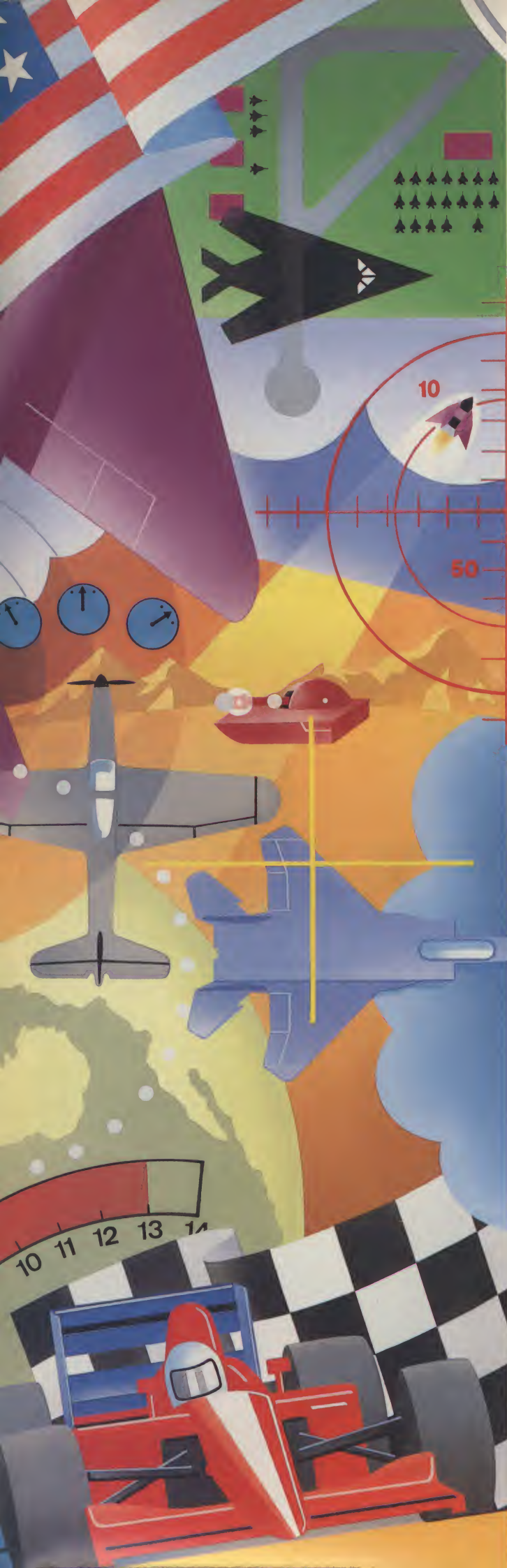
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Shadow of the Comet is available on PC.



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CH Products have arrived with America's best selling range of superior computer joysticks, gamecards and trackballs. Now available nationwide.

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Bulletin

Tensai

The supposed decline in the arms race doesn't seem to have led to a decline in games with post-apocalypse scenarios. *Tensai* concerns the battles between the mutants and the unlikely hero Tensai-The Genius.

Publisher: Grandslam Price: tba Out: August/Sept



Gravis apologies

+ In our feature on Soundcards in Issue 1 the contact details we gave for the Gravis Ultrasound were a little... er... inaccurate. It should have read 'Price: £199.99, Telephone 0344 891 313'. Sorry for any inconvenience caused.

Tornado torment

+ More apologies, this time for those of you who eagerly bought Issue 2 expecting a *Tornado* review. Unfortunately the game has slipped somewhat in its schedule and wasn't ready for review by the time we went to press. It will now be appearing in our next issue (fingers crossed). All the thousands who have entered the compo need have no fear, it's still on. Results next issue.

Realms Of Darkness

TOUTED AS the role-playing game for people who don't like role-playing games, *Realms* is an intriguing mix of conventional horizontally scrolling and isometric *Populous* style graphics. The six main quests (and numerous sub-quests) involve a hunt into the mysteries of your ancestors. Surely it would have been much simpler to have paid a visit to Somerset House.

Publisher: Grandslam Price: tba Out: August/Sept.



DISPATCHES

+++ AS WELL AS THEIR RANGE of new products, featured elsewhere on these pages, Impressions are bringing out a number of improved versions of earlier products. *Air Bucks V1.2* is an upgrade of their airline strategy game while *Air Force Commander* gives the same treatment to war in the air strategy game *Fighter Command*. In both cases owners of the original game will be able to buy these upgrades at a discount price.

+++ ANOTHER COMPANY bringing out strategy upgrades is Blue Byte who are planning to release 30 more levels of *Battle Isle*. These should see the light of day in June priced £19.99 and are stand alone levels. *Battle Isle 2* is due for release much later in the year and Blue Byte claim that it's the best thing they've ever done. But then they would wouldn't they?

+++ BRODERBUND ARE SOON TO release (through Electronic Arts) the eagerly awaited sequel to *Prince Of Persia*. With 15 levels and even slicker animation than its predecessor, *Prince Of Persia 2: The Shadow and the Flame* will be released in June. Rather closer at hand is *Space Hulk*, licensed from the popular Games Workshop boardgame and due for imminent release. What we've seen already is enough to get us drooling at the mouth. (Mind you we're an ill-mannered lot, no one ever invites us round for tea.)

+++ GRANDSLAM MUST BE A tad less happy with their licences. No sooner are they ready to convert a couple of their Amiga games – *Liverpool* and *Nick Faldo's Championship Golf* – to the PC than the one time aristocrats of the first division start a long term flirtation with relegation and Nick Faldo, at the time of writing, is struggling to make the cut in *The Masters*.

+++ FINALLY, GERMAN distributor HORMA-Computerware has struck it lucky with American publisher Merit Software. The German company has bagged the exclusive European distribution rights to *Tom Landry Strategy Football*. This American Football simulation is based on the coaching of the legendary Tom Landry and puts the emphasis firmly on the strategic side of the game. It's available right now for £44.99.



COVER DISK



Trolls! That's what you'll find inhabiting this month's cover disk. If you've yet to discover Flair Software's unbearably cute game then now's your chance, because we've exclusively arranged an entire playable level from the complete game. Be warned though... *Trolls* is seriously fun!

Trolls



TO START TROLLS, simply put the cover disk into your drive, log onto that drive and type TROLLS. Before the game begins you will have an opportunity to set the required graphics, sound and control modes, and calibrate your joystick.

How to install *Trolls*

If you wish to install the game to your hard drive, log onto your hard drive and create a new directory by typing:

MD TROLLS

then type:

CD TROLLS

COPY A:*. *

(or B:*. * if your cover disk is in drive B:)

How to play

Your objective is to collect the number of baby trolls specified at the start of the level. You collect baby trolls by moving over them. The number of baby trolls you have collected is shown in the rattle.

Once you have collected the required number of baby trolls you must find the pig stop (this is a sign with a pig's head on it). Stand at the pig stop and a flying pig (the 'Pigasus') will soon carry you away. Congratulations! You've finished the demo.

Monsters

Avoid the monsters. Each time you hit a monster you lose one of your three hearts (shown at the bottom of the screen). Once you have lost all three hearts you lose a life. The number of lives you have remaining is shown in the bottom right hand corner of the screen.

Monsters can be safely killed by jumping on top of them. Be careful though - monsters regenerate after a short while.

Power-ups

Collect power-ups and bonuses by running into balloons and bursting them. The power-up or bonus will pop out of the balloon. Collect it quickly before it falls off the screen.

The best power-up to find is the yo-yo. Once you have this, pressing fire will send the yo-yo spinning out in the direction you are travelling. This will kill any monsters that it hits. If the yo-yo hits a platform it will become attached to it and you will begin to swing back and forth until you let go by releasing the fire button or by colliding with a solid object. Use this feature to reach platforms that are too high to jump onto.

Other power-ups have short-term effects and will turn your hair a different colour (it's normally purple). Here's what they are, what they do and what colour your hair will be:



Big red elephants remember where you've been.



Some hazards, like the Jack-in-the-box, can't be destroyed.



Use the yo-yo to swing from platforms.



Avoid the monsters (or bounce on their heads).



Find the pig stop to complete the level.



Burst balloons to get power-ups and bonuses.



TOTAL TROLLS

The complete game of *Trolls* has six more worlds besides Toy World, each with several levels: Media Land, Cherry Soda Land, Fairground Land, Boardgame Land, and Candy Land.

The game normally retails for £25.99, but *PC Zone* readers can grab themselves a copy for just £17.99. All you have to do to take advantage of this generosity is send your cover disk along with your name and address and a cheque or postal order for £17.99 made payable to Microvalue/Flair to *PC Zone* Trolls Offer, Microvalue/Flair, The Smithy Side, Ponteland, Newcastle, NE20 9BD. This offer is only open to *PC Zone* readers so do remember to send your cover disk as proof of purchase.

Speed Up Boot (yellow): makes you faster.

Shield (red): protects you from monsters.

Ball and Chain (black): slows you down.

Wings (white): find the wings and you'll be able to fly around the level. Fly by repeatedly tapping up or the fire button.

Beer (green): makes the controls unresponsive.

Springy Shoes (blue): enable you to jump twice as high as usual.

Alarm Clock (purple): freezes monsters.

Restart Points

Find the big red elephants and walk into them. They remember where they last saw you and if you die you will restart the level from that point.

HINT! Look out for hidden platforms, lifts, falling platforms and springs.

Controls:

Joystick up or cursor up: jump

Joystick left or cursor left: run left or stop quickly when running right

Joystick right or cursor right: run right or stop quickly when running left

Fire button or spacebar: throw yo-yo

F1: pause

F2: restart

Esc: quit

'T' key: turn off colour bars (to speed up game on slower PCs)

Hardware Requirements

640K RAM with 550K free

EGA or VGA/MCGA/SVGA

Supports Ad-Lib and Sound Blaster or compatibles.

Supports analogue and Amstrad digital joysticks.

THE HACKMASTER™ DISK HACKS

Welcome, o slightly scared one, to the HackMasters™ disk-hack extravaganza.

Say 'cheerio' to mucking about with DEBUG, say 'au revior' to *Xtree Gold* and *PC Tools*. These hacks are simple to use, self-contained and one hundred percent undangerous. They are TSRs (they run 'behind' other programs like mouse drivers and memory managers) and once run, allow you top up your energy, become invulnerable or infinite at the touch of a key.

How to do it

In the TRAINERS directory of the cover disk are four disk-hacks for *Lemmings 2* (Psygnosis), *Magic Pockets* (Renegade), *Clouds Of Xeen* (New World Computing) and *X-Wing* (US Gold). Additional info on each trainer are contained in the text files: L2TRNS.TXT (for *Lemmings 2*), MPTRNS.TXT (Pockets), XEENTRNS.COM (*Xeen*) and XWTRNS.TXT (*X-Wing*).

There are also four .COM files: L2TRNS.COM, MPTRNS.COM, XEENTRNS.COM and XWTRNS.COM. These are the trainer files. Simply copy the trainer files into the relevant game directory on your hard-disk, i.e. if you want to use the X-WING trainer type:

```
COPY A:\TRAINERS\XWTRNS.COM
C:\XWING
```

and then run the trainer file. A screen will appear, detailing the keys and effect of the particular trainer. Press a key and the game will run normally, except now the following keys will have these strange effects:

Lemmings 2 (L2TRNS.COM)

''* (on numeric keypad): freeze timer on/off

'-' (on numeric keypad): infinite skills on/off

'+' (on numeric keypad): go to next level.

There is also a file called SAVE.DAT which you can load into LEMS 2 which will allow you to play any level in the game and see the end sequence. Copy into the *Lemmings* directory as you did the trainer.

Magic Pockets (MPTRNS.COM)

F3: invulnerability

F4: death touch (nb. don't use this to kill the end of level bastos)

''* (on numeric keypad): gets the game back to normal

Clouds of Xeen (XEENTRNS.COM)

F7: unlimited hit points

F8: unlimited spell points

''* (on numeric keypad): gets the game back to normal

'-' (on numeric keypad): 5 days worth of food

'+' (on numeric keypad): 65,000 gold

PGUP ('9' on numeric pad): party's condition set to GOOD

X-Wing (XWEDIT.COM)

Allows you to skip missions. Run the program and enter the name of the pilot and then F1 to edit tour one, F2 for tour two, and F3 tour three and then the mission number you wish to play. It's all menu driven so it's all very easy.

X-Wing (XWTRNS.COM)

SCROLL LOCK: trainer on/off

F5: strip target's shield and hull (one shot will kill)

F6: protect target

F7: infinite time

F8: in-game trainer flag on/off (this allows you to use *X-Wing's* own invulnerability options but with score and medals).



Give Darth a run for his money with our X-Wing trainer

**** HELP! ****

If your cover disk won't load and flames are pouring out of the hard drive then 'phone Sam Miah on:

COVER DISK HELPLINE 0274 736990

The Helpline operates between 9.00am and 4.30pm weekdays. If possible, please have your computer operating and your cover disk ready when you phone the Helpline. If your 'phone is not near the computer then please note down as much information about the fault as you can and have a pen and paper handy before you call.

If, having called the Helpline, you are advised that the disk needs returning, please place it in a padded envelope with a stamped, self-addressed envelope for the replacement disk, and send it to *PC Zone* Issue 3, Disk Replacements, TIB PLC, TIB House, 11 Edward Street, Bradford, BD4 7BH.

Please do not return faulty disks to *PC Zone*. We do not stock replacement disks, and will be unable to respond to requests for them. (Besides we'll probably lose your letter in the mess on Paul's desk.) ☒



Lemmings 2 is a breeze when you're armed with our special trainer - why plummet when you can float?

PC Zone and its suppliers cannot be held responsible for damage to data, disks or hardware resulting from use of these disks.

Blueprint

Syndicate

PUBLISHER: Electronic Arts

PRICE: £39.99

TELEPHONE: 0753 549442

OUT: Late June

The up and coming Bullfrog game, *Syndicate*, owes a great debt to the Pizza Hut chain. Why?

Duncan MacDonald reveals all... and then he asks Bullfrog supremo Peter Molyneux to explain what *Syndicate* is actually about.

American Hot with anchovies.



ONCE UPON A time, and not so long ago, Peter Molyneux was sitting in a Pizza Hut with some of

the Bullfrog Boys. It was mid evening. They were eating a variety of pizzas, drinking a variety of alcoholic beverages, and talking about things – as you do. The main topic under discussion on this occasion, however, was as follows: 'How can one cater for all types of player within a single game?' The problem – and you'll be aware of it yourself – is that everybody approaches computer games from a different angle: it all depends on the personality of the person in question. Slow, stodgy, methodical types (such as Taureans and Virgos) like to get stuck into tactics, but very often become unstuck, or get bored, when it comes down to the kill, kill, kill stuff. But at the opposite end of the spectrum you have people (Aries, Gemini and Leo) who simply want to zap everything in sight... i.e. the sort of people who owned an air rifle at an early age, and shot birds with it. 'How do you cater for not only these people but also for all those who fall somewhere in-between?' was the question Peter had put forward. Everyone scribbled their answers on pieces of paper. Much talking, eating and even more drinking followed. Then more scribbling. Then more drinking. Then more eating. Then more scribbling. Then more drinking. Then lots of 'being sick in the backs of taxis' on the way home.

Back in the office the next day

After sorting through (and making sense of) all the scribbled-on beer mats and napkins hijacked from

Pizza Hut, the plan to make *Syndicate* a 'game for everyone' was put into action. The basic idea was that there would be slider bars for the main characters in the game... three slider bars each, for up to four player (or computer) controlled agents. The slider bars were there to control (1) Adrenalin, (2) Perception and (3) Intelligence, and would basically change different areas of the artificial intelligence routines. Adrenalin would

ultimately control the speed of reactions, Perception would improve aim and alert an agent to a given situation, while Intelligence would control an agent's reactions to a given situation. Being totally independent from one another there would be an almost infinite combination of settings, and so the way the sliders affected the characters would be quite complex – although the basics would be simple to grasp.

For example;

(A) An agent with high Adrenalin and low Intelligence would react quickly but erratically – he may fire too wide, or too soon.

(B) Raising Intelligence might prompt an agent to get out of a risky situation rather than risking his life... and this would be especially true when combined with a particularly heightened Perception.

(C) If you cranked the Intelligence and Perception levels right down your agent may walk blindly into certain death.

(D) If the Intelligence was down, but the Perception and Adrenalin levels were up, your agent might suddenly open fire on somebody when you didn't want him to... not helpful during those 'undercover' moments.

'In *Syndicate* we don't make decisions for you, you make them.'

And so on. So that was the basic idea. Moving sliders. You could alter the sliders on characters you controlled and you could alter the sliders on characters you'd placed under computer control, meaning you could give each of your four agents (if using all four) different 'personalities'. If you wanted them to think for themselves you could make it so. If you wanted to perform every action yourself, then, again, you could make it so. And anything in-between. Bespoke tailoring essentially, with you as the tailor.

So what do the agents do?

The 'levels' in *Syndicate* are a series of 'missions': you may have to assassinate somebody; you may have to *stop* somebody being assassinated; you may have to kidnap people; you may have to destroy a building; you may have to kill everything that moves. Or whatever. Your mission objectives *have* to be achieved, but it's up to you *how* you achieve them... the more thorough you are, the more rewards there will be to reap after a successful conclusion. During a mission you might pick up items (dead people drop what they're carrying). If the agent who picks up the item(s) makes it back to base, he will get money in return – or he can turn the item over to the Research and Development people. Ah yes, the Research and Development people. Okay, when the game starts you're a bit 'crap': your agents have access to small hand guns and precious little else. However, if you spend some of your money on funding the R&D people, they might invent something a tad more 'meaty'. Give them a similar item to the one they're trying to invent and, well, it'll help them out, obviously, which'll help you out in the long run. And after conquering cities, you can tax the inhabitants to increase your cash reserves. Bleed them too heavily, though, and they might revolt. So what does Peter Molyneux have to say about *Syndicate*? Let's see...

Molyneux on PC programming

'*Syndicate* is the first game we've produced on the PC. Initially it was being designed on the Amiga, where we were limited by the 16 colour display and by the fact that it all had to fit on one disk. But

then we made the decision to develop on the PC first and then convert to the other formats later. This means that *Syndicate* is in high res with 256 colours and weighs in at 12 megabytes.

That's the great thing about

developing products for the PC... you can let your imagination run wild. The only downside is that there are so many different types of PC around that to do the best job you have to stick a flag in the ground somewhere. This means that *Syndicate* is only really for machines above 25 MHz with a hard disk and sound card.' ('*Shit!*' A reader with a 12 MHz 286, internal speaker and no hard drive.)

Molyneux on the story

'We wanted to create a game set in the near future, a game where the player decided how violent or passive he/she wanted to be. In *Syndicate* we don't make decisions for you, you make them – so if you want to go around using a flame thrower or an ancient Norwegian broadsword, you can. From this basic concept we created the following story.

'In the near future the world is run not by governments, but by mega corporations, of which there are three: one based in Europe, one based in America and one based in Japan. Everything goes



(Below) YOU HAVE BEEN SYNDICATED. The before and after of syndication.





(Left) Icons are normally a good indication of the aspirations of a game. Interpret this one as you will
(Below) You've fallen in with the wrong crowd again, haven't you?



Beirut. Sunday Morning 11.00pm. Taking junior for a stroll round the block.



Beirut. Sunday Morning 11.14pm. Going shopping in the new shopping centre.



Beirut. Sunday Morning 11.21pm. Strange mustard-like smell in the air. Streets are deserted, wonder why?



Nothing like a good old game of Risk to release some pent-up aggression.

Famous Buffet Car Disasters #1

'The Sidcup train has been delayed due to a signal fault at Clapham Junction,' said the tannoy. The secret agent was less than ecstatic. 'Bloody BR,' he growled. The line he was travelling on was one of the few that hadn't been privatised back in the late 1990s.

It wasn't owned by Richard Branson Enterprises.

'... because of a signal fault at Clapham Junction,' he explained to the other three agents, who had just arrived. 'So it looks like we're stuck here until things get moving again.' One of the agents suddenly pulled a mortar from beneath his coat. 'I've just about had enough of bloody BR,' he said. The train burst into flames.

'Oi,' came a voice from down the platform, 'What on earth do you think you're doing?' The agents turned to face the fast approaching BR transport policeman. 'It's alright,' explained one of the agents, 'We've all got platform tickets.' The policeman was relieved. 'Well, that's okay then, just as long as you have.'

fine for a while – no wars, no unemployment and everyone is prosperous because the three corporations produce a balanced number of products. But then everything goes wrong... the European corporation creates what turns out to be the ultimate product.

'It's a chip that can be inserted into the back of your neck where it attaches itself to your brain stem. You can have different types of chips inserted, like a 'sunny day' chip (making it always seem like summer to you). Or a 'Mel Gibson' chip (you feel like, and believe you look like, Mel Gibson). The slogan for these chips is 'Why change your environment when you can modify your mind?' The need for tv, video and computer games is subsequently eliminated.

'What the designers of these chips didn't tell anyone was that there's a 'back door' in each chip, meaning that anybody with one inserted can be taken control of. The other corporations see these chips as their biggest threat and so start the Corporation Wars.'

Peter Molyneux on the game

'The game starts at the time of the Corporation Wars – with you playing the head of one of the splinter corporations. Your job is to take this

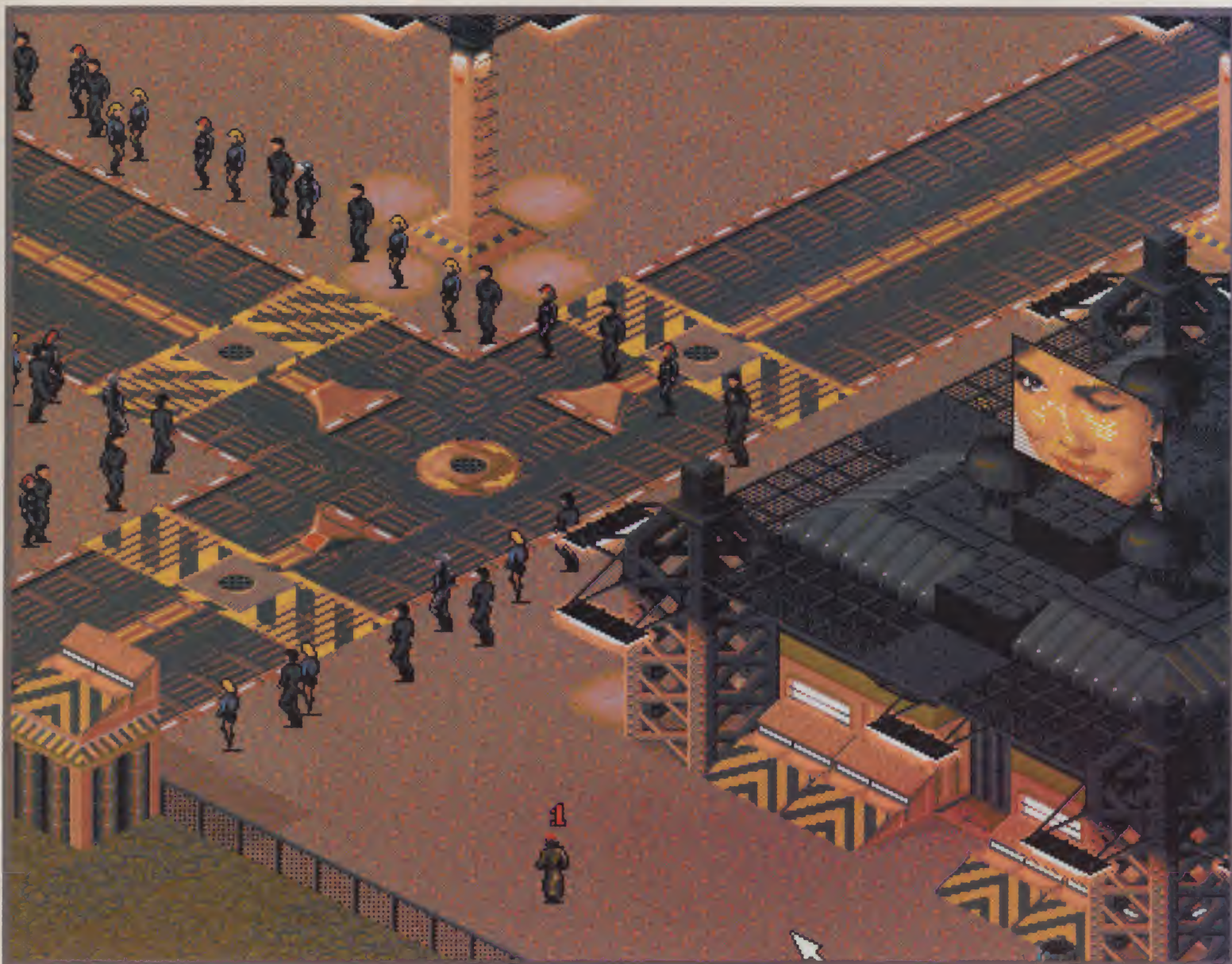


(Above) Generally offensive comment on the Arab world and terrorism
(Below) It's Bladerunner!

initially small corporation from its home base of Europe and eventually dominate the whole world. To do this you need to kidnap members of the population (those with the chips in their necks), modify them to your requirements, send them into other territories, conquer those territories and ultimately gain control of the world. Unfortunately the other corporations are doing exactly the same thing as you.'

Molyneux on the city folk

'The main action takes place in real living cities. If you hold back and simply watch your monitor you'll see people walking about, from home to work or vice versa and perhaps in the rush hour. There are police forces, fire departments and hospitals. Real living cities. What we wanted was to give each of the many hundreds of civilians the ability to react in seemingly natural ways. For example, let's say one of your agents pulls out a scary-looking machine gun. It'd be easy to make everyone just run away screaming in terror, but in *Syndicate* while some *will* run away, others may try to be heroic and foolishly try to take the gun from you, others may go searching for the nearest policeman and others might quite simply freeze on the spot with fright.'



Molyneux on the isometric viewpoint

'You play the controller of the Corporation. He watches the entire proceedings from his personal airship. That's what is known in the trade as an isometric viewpoint.'

Molyneux on art and sound

'Whereas our previous games have had a few thousand animation frames, *Syndicate* has *tens* of thousands. It's huge. Every action that a person can take has been fully animated, from getting in and out of cars to making telephone calls, to getting fried by a laser, hit by bullets and so much more. Multiply this by the number of different types of people (men, women, police, criminals, goodies, baddies, Taureans, Geminis etc.) and you should get an idea of the size. Our artists have done a fantastic job. And sound is great too. I've hired our first full-time musician, Russell Shaw, who worked with Gerry Anderson on *Terrahawks* and Dick Spanner. (Some of his sounds were so "realistic" I've actually had to sensor them).'

Peter Molyneux on *Syndicate*

'*Syndicate* is great. It's our most impressive game to date.'

PC Zone on Peter Molyneux

'Peter Molyneux smokes about 400 cigarettes per second and is extremely "clever".'

PC Zone on Bullfrog

'Bullfrog Productions (i.e. all the other people who work there) are all extremely "clever" too, and have converted *Populous* onto every single computer/console format in the entire world. In their spare time they designed *Populous II* and *Powermonger*, and once wrote a game called *Flood*. They've currently got some "3D routines" on their hard drive which make *Comanche* look like a 1985 Spectrum game. No word of a lie.'



(Left) Where would we be without scientific research eh?
(Below) A giant killer mutant jelly.
(Below middle) Note the radar at bottom left.
(Bottom) The radar tells you that you're nearly there.



PC ZONE specs

Minimum Memory: 4Mb

Minimum Processor: 386

Minimum Speed: 20MHz

Installation: Essential

Minimum Hard Disk: 8Mb

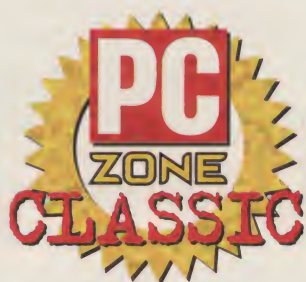
Minimum Graphics: EGA

Sound Cards: Sound Blaster, Sound

Blaster Pro, Ad-Lib, Roland, Covox

Controls: Mouse Essential

You wouldn't play a game without reading the instructions (let's pretend eh?) so don't read a review without reading these pages. Our guide to how the reviewing system works. Or doesn't as the case may be.



THE SCORE

All games receive an overall mark out of 100. So by definition that's a percentage but if you want to call it 'out of a hundred' then you go ahead and call it 'out of a hundred'. You can even call it Oswald if you like.

As a rough guide to interpreting the scores here's the guidelines we give to reviewers. (Not that they ever read them mind you. It can be quite heartbreaking at times...)

90+ (PC Zone Classic) Highly original idea or an exceptional, near 'definitive' version of an old idea. Flawless in all departments and crammed to overflowing with long-term playability. Alternatively the software company took the reviewer to Paris for the weekend.

80-89 (PC Zone Recommended) Very well executed and strong in all/all but one department. High degree of originality.

70-79 Strong idea, well executed. Not necessarily very original, however weaknesses do not seriously impair playability and it has a reasonably long life.

60-69 Games falling into the 'If you like this style of game you'll like this, if not you won't' category. Plus games strong on idea but weak on presentation or vice versa.

50-59 Seen it all before, take it or leave it. Nothing special to recommend it but not abysmal either.

40-49 Dodgy. Still playable but probably only the once.

30-39 Seriously weak in idea and execution. Not good.

20-29 The game is hopeless or the software company forgot the £50 cash bribe.

10-19 Bin jobs.

0-9 It didn't work. It crashed the PC and got jammed in the disk drive.

Every month our reviewers pass comment on a variety of games but if the shoe was on the other foot. What sort of game would they produce?



Paul Lakin

'I LIKE GAMES with a bit of thought, a political background and some character interaction,' he mused. 'My game would be a bit like *Civilisation* except on a smaller scale. Something set in Bulgaria where you travel around trying to persuade people that you're their King'.



Laurence Scotford

BEHIND THAT SUAVE, matinee idol exterior beats the heart of a crazed psychopath. So we were a bit surprised when he said that his ideal game would be full of bunny rabbits, lambs and highland cattle. And what would the gameplayer be doing? 'Driving a steam roller'.



Mark Burgess

AS OUR TECHNO wizard, he would presumably design a game in svga with speech control and about 50Mb memory requirement. Er... no. 'My ideal game would have a labyrinth style layout, lots of violence and CGA graphics.' And the sound? 'PC Speaker of course'. Sad, very sad.



Dogfight



Rugby



Serpent Isle



Terminator



Legacy

Reviews

PC ZONE score

A game of truly monumental averageness with very little character.

50

Price: £35.99 Out: Now
Published: Dennis
Telephone: 071 631 1433

THE SPECS

Is there anything worse than buying a game only to find it's not compatible with your machine? Well yes there are plenty of things worse but we can't do anything about them. With this technical box we can at least make sure you know what memory, graphic and sound support you will need (or can use) with each game.

PC ZONE specs

Minimum Memory: 565K
Minimum Processor: 286
Minimum Speed: 20MHz
Installation: Essential

IN PERSPECTIVE

Often all that a review is saying is that a game is as good as that one but not quite as good as the other one. 'In Perspective' attempts to illustrate this visually by rating the game in terms of similar examples. The 'scores' given in this graph are relative to each other i.e. all examples might score highly in their own right but not against each other. Well it seemed a good idea in the pub last night. Let us know what you think.

A Better Game

The Game Being Reviewed

A Worse Game

What's On Our Hard Disk?

Some games get installed, reviewed and then deleted. Others hang around a lot longer. This (In no particular order) is what's currently nestling on our hard drive. Not necessarily the best games around, but the ones we keep coming back to.

1. X-Wing
2. Shadow Of The Comet
3. Zool
4. Serpent Isle
5. Baron Baldrick



Duncan MacDonald

DUNCAN'S IDEAL GAME would include a flight sim element where he got bonus points for shooting down his own wingman and a race track where he could go round the wrong way filming all the accidents he caused in order to watch them in multi direction replay later.



David McCandless

SINCE MACCA is the man behind Troubleshooter his game would have to have loads of mazes for him to print maps of and puzzles to which he could write guides. 'I could be the first person to send me the complete solution and then print it and award myself a prize'.



Patrick McCarthy

PATRICK SNORTED WHEN we asked him what sort of game he'd like to design. 'What's the point telling you. You'll change whatever I say to make it an American Sports game. Just cos I know what a bunt is. Patrick would design a game called 'Madden vs Bird Hardball On Ice'.



Andy Butcher

'I'M REALLY GLAD you asked me this,' cried Andy. 'I've been working on a game design for ages. It's an RPG set in the mythical land of KalrkkNar which for centuries has lived under the tyrant Zarklaon. You are set five quests which have... (That's enough game design. Ed)



Duncan Macdonald awoke from uneasy dreams to find himself transformed into a giant rotating bitmap, surrounded on all sides by 'Guru' shaded terrain. Then he woke up properly, and realised it had simply been a dream within a dream. His impending review of *Strike Commander* from Origin/Electronic Arts was obviously weighing heavily on his mind.

T

HIS REVIEW IS going to be a bit of an uphill struggle for me, it really is. In fact it's going to be a total nightmare. You see, I was the person who previewed *Strike Commander* last month, and if you read the preview you'll know that I was singing the game's praises.

I've tried to repress the fact, but I think I virtually said that I wanted to have sexual intercourse with it. Aaaargh. Puke. Cringe, cringe, cringe. Why don't I ever learn? Why don't I approach previews with more scepticism? Why don't I don the persona of 'the hard hitting investigative journalist' and assume all product to be guilty until proven innocent? (There now follows a series of excuses. Ed.) But that's the problem with previews, and I did mention this briefly last month, because you invariably don't see the whole of a game, just bits of it... and those bits that you *do* see are generally being shown off on a ninja PC (a 50MHz 486DX2 in the case of this game). And *Strike Commander* did look pretty good. And it wasn't at all jerky. And the aerial combat *did* feel good. And, like I said, I was surprised because I wasn't expecting it to be that brill. And ten to 15 other lame excuses besides. But you know what I'm leading up to though, don't you? Something that I'm eventually going to have to say no matter how long I put it off? Yup, it's that my intuition was right and that *Strike Commander* isn't particularly brill. Oh no! Guilt, guilt, guilt. I almost feel as if it's all my fault somehow. Actually I've got to go and lie down for a minute, please bear with me.

Later...

Phew! Sorry about that. Now where was I? Oh no, *Strike Commander*. Aaaargh. (He's had a relapse. Ed).

Much later

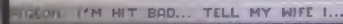
That's better. Okay then, I'll start with a recap on the scenario, which you may want to skip if you've read the preview. Here goes. It's slightly in the future (2011 or something) and you're a member of Stern's Wildcats - a team of mercenary pilots.

Strike Commander



(Top left) The bigger your sunglasses, the more scared the enemy pilots will be. (Top right) Giant bitmap, eleven o'clock low. (Above) The easy landing option. (Left) The first thing on any shot-down fighter jock's mind... toilet.

REVIEW



(Main) Giant bitmap at 12 o'clock low! *(That's about the fifth time he's used that 'joke' Ed).* (Inset top) Straight onto the in-plane telephone then... 'Hello? Mrs Pigeon? Your husband asked me to tell you that he's been hit bad. It looks like he's going to die hideously of burns. Bye now.' (Inset bottom) Between the land and the sea is a 'Guru' shaded picnic area. (Below) Giant rotating airstrip bitmap with some Guru shaded planes about to take off.

A STORYBOARD

To give you an idea of how the character interaction works, here's a storyboard of one of the 'on the ground' bits, about an hour and a half into the game. For the most part you just watch, but occasionally you do get to make a decision or two. Recent events: Stern has been killed and you have taken control of the Wildcats. You returned from the last mission abroad to find that your base has been bombed. A lot of ordnance has been destroyed. The cash flow is in a bad way. It's up to you to find some 'work'...



① The door to the left takes you into the office (accounts and so on), and the door to the right takes you into the barracks (load/save game or just look at the girlie poster on the wall). However, clicking on the jeep takes you to Selim's, a bar where work can be found.



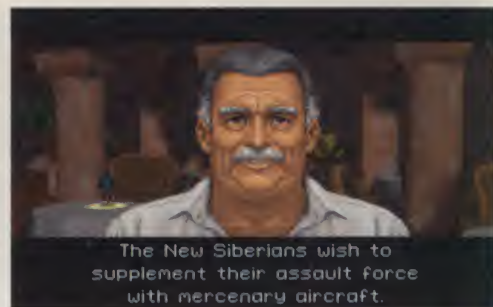
② And inside you find Janet, a pilot who left Stern's Wildcats to join another mercenary outfit. When you tell her that your base has been attacked, she looks to her left. In *Thunderbirds*, *Dynasty* and *Dallas* this always means a person feels guilty about something...



③ Clicking on the doors at the back of the bar takes you here, to the mission pool. From left to right you see Mohammed, Farhad and Beto, these three people are in desperate need of a crack team of mercenaries. Click on each of them to initiate conversation...



④ Farhad seems to be a pretty shady character - he's particularly jumpy, obviously a lot of people are after him. He offers you a dangerous sounding mission in Canada. Mind you, the pay is good. He guarantees you eight million dollars if you're successful.



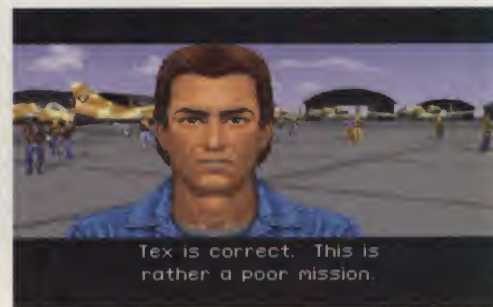
⑤ Friendly looking old Beto tells you of his interests in a war in Alaska. He has several missions planned and promises that not only will you earn two and a half million dollars per mission, but will receive bonuses for any exceptional performances.



⑥ Mohammed is offering a job at an airshow. And that's it. No fighting, no getting shot at and no getting killed. The money isn't particularly brilliant - five hundred thousand dollars - but you'll be supplied with planes and it's all risk free. Too good to miss.



⑦ So it's back to base and into the office to tell Virgil the accountant your airshow news. 'That 500k will pay the month's food bill if we all become anorexic,' he says, adding 'Don't forget your clown suit.' Virgil, as you discover very early on, is a sarcastic bastard.



⑧ Mind you, you have to wonder whether you *did* make the right decision when you get to Cairo and see your fellow pilots' reactions. Still, almost anything can happen once you're in the air, right? (And of course it does. You come out smelling of roses.)

IN PERSPECTIVE

A *TAC* from Microprose, bugged though it is, delivers fast paced arcade action, a storyline feel and has good flight models. Spectrum Holobyte's *Falcon 3* has plenty of flight accuracy, but some might find it a bit mission heavy and lacking in light relief. *Knights Of The Sky* from Microprose looks good, plays well, and has a simple storyline which eventually becomes repetitive.

ATAC

Falcon 3

Knights Of The Sky

Strike Commander

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When does it start getting crap?

Yes, it's been positive comments all the way so far, hasn't it. But now things are going to be veering the other way, so fasten your seat belts. Right, you know I said that *Strike Commander* can be split into the 'pilot parts' and the 'plot parts'? Well, we're getting to the 'pilot parts'. And these, unfortunately are also the 'crap parts'.

But it's all 'guru' shaded...

Yes, and there's the rub (or part of the rub, anyway). In the race to be the most techie specky programmers in the entire Universe, Origin have gone overboard on the rotaty scaled bitmaps and 'Guru' shading... which is fine in theory, but in practice it's a different kettle of fish. Let's put it this way: I have a word for you, and it's this: Jerkovision™. I reviewed *Strike Commander* on a 33MHz 486DX, and there were more jerky moments than you'd find at a Katherine Hepburn book signing session. And not just jerks, but disk accesses. There's nothing more annoying than being in the middle of a dogfight and about to fire your cannons when suddenly 'к-к-к-к-к-к': your CPU is asking your hard drive how you spell 'Gouraud' or something, and making everything lock-up for about half a second as a result. It certainly buggers your aim up, if nothing else. (And if it's that bad on a 486 DX then God knows what it'd be like on a 386 sx.)

Now I know what some people might be saying at this moment: 'In America everyone has a top end machine, and games such as *Strike Commander* are written by Americans for Americans - so if you want to enjoy better games then upgrade your system.'

And I agree. To a point. The point at which I stop agreeing is the point that says 'If you want to enjoy better games'. The thing is that even if you ignore the Jerkovision™ and the brief lock-ups, the arcade part of *Strike Commander* still isn't much cop. Read on.

Ground strikes

I could moan about the air to air fighting sections not being fluid enough - but I won't, because the dogfights certainly do have their moments, the bail-out sequences are terrific, and there's a rather nice Padlock View to play around with as well. So thumbs up there (just). However, much of the game, the bulk of the game if anything, concentrates on taking out ground targets. And it's here that *Strike Commander* becomes truly, truly crap. Do you remember the game *Afterburner*? It was in the arcades and then got converted onto just about every home computer format in the world. Well, if you do remember it, imagine what the 8-Bit Sega Master System version was like. Shite, obviously. Well, that's what *Strike Commander* feels like when you're coming in to attack tanks or

buildings: it feels like the 8-Bit Sega Master System version of *Afterburner*. Maybe it's the jerky way that most ground objects in *Strike Commander* approach you. Maybe it's the fact that the ground objects in *Strike Commander* don't even look as if they belong on the ground at all... and as if they're somehow part of a different program: superimposed over all the 'Guru' shading, but not really attached to it. I really can't say, but you'll have to take my word for it, it's, well... it's crap. Attacking ground targets should be a satisfying experience. In *Strike Commander* it's a chore you could well do without. I'll be frank with you: on missions when I knew I had to take out ground targets I simply ejected before taking off, and let my wingman go and do the mission for me. You get your knuckles rapped for losing a plane (Lord knows why, as it's still on the runway) but you're allowed to proceed.

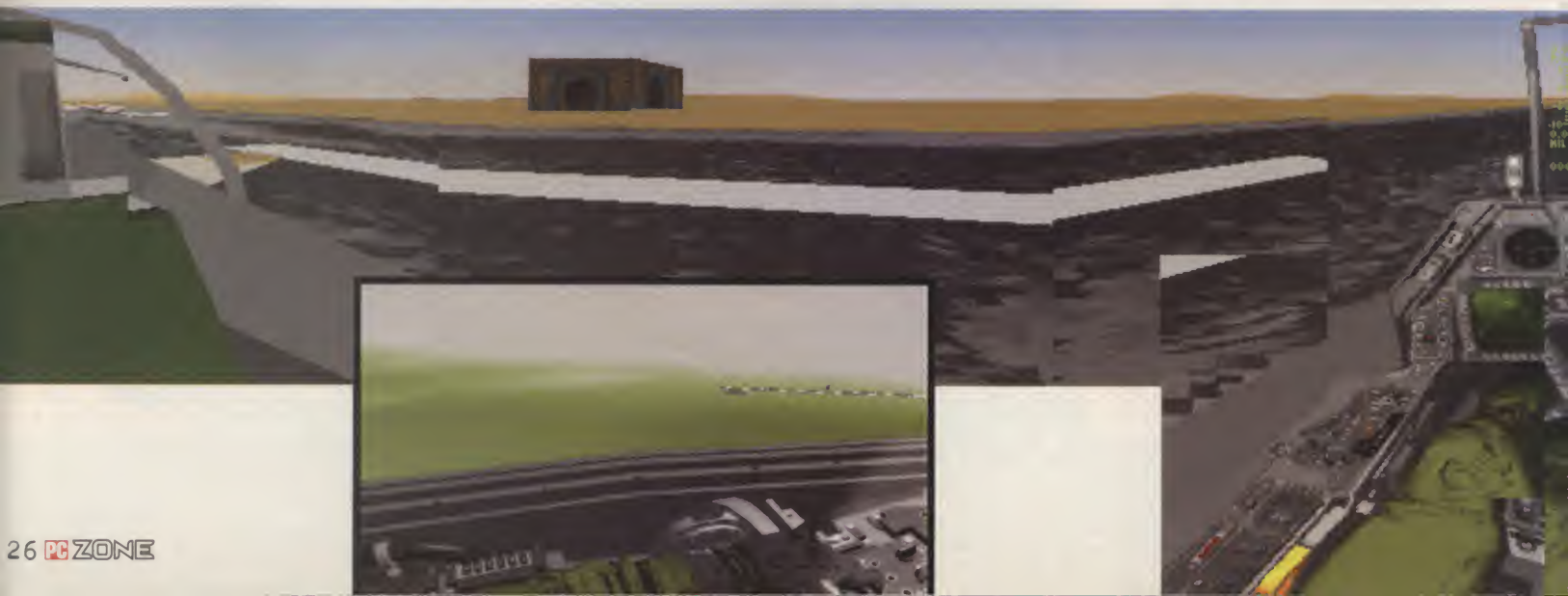
No shadow...

It seems as if I'm on a one man crusade to ensure that all flying games put shadows under the aircraft. In a real plane you can see how high you are... in a computer game (even one with 'Guru' shading and rotaty bitmaps) you need all the help you can get - or you do in any exterior views. *Strike Commander* doesn't have a shadow. Boo. And what this means is that if you feel like just having fun, using an external view, you can't. (Or not with any certainty of not dying, anyway.) That was the one good thing about Microprose's *Harrier Jump Jet*: at least it had a shadow, meaning that the 'Guru' shading came into its own when you were just zapping about at extremely low levels and nearly-but-not-quite clipping the edges of canyons as you barrel-rolled over them, pulling minus 400 g's. With a shadow it's fun. Without a shadow it's not. Do you agree? I hope so, otherwise I really am all alone on that one.

If only...

It's a bit self indulgent of me to say this, but the whole time I was playing *Strike Commander* I was thinking 'If only they'd done this...' and 'If only they'd done that...' and continually coming to the conclusion that if the flying bits hadn't been programmed so 'cleverly' (what with the guru shading, rotating bitmaps and all) and instead had been modelled on something like *ATAC* from Microprose (which had brilliant arcade action, extremely attractive polygons and brilliant flying models), then *Strike Commander* would have been a sure-fire 100% hit: the 'pilot parts' would have been as enjoyable as the 'plot parts' and the whole thing would have been complete. As it stands though, *Strike Commander* is only halfway there. And let me say this, I'm no Luddite - I'm as bang into new technology as the next person. As long as it works well, and isn't just there for the sake of it, that's fine by me. Oh, and one last thing: the sound in *Strike Commander* isn't that brilliant unless you've got a Roland - but there is a digitised speech add-on disk that transforms large chunks of the 'Plot Part' from a silent subtitled film into a real talkie. ☐

(Above) Er, have you heard the one about the giant rotating bitmap? (Yes, Ed). (Below main) A 'clever' montage done by the art people showing a panorama of what you see when using the 360° Padlock View. (Below inset) See that scabby hand? That's yours, that is...





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Minimum Speed: 33MHz

Installation: Essential

Minimum Hard Disk: 35Mb

(+ 6Mb for speech accessory)

Minimum Graphics: VGA

Sound Cards: Roland, Sound Blaster

Controls: Keyboard, Mouse, Joystick



PC ZONE score

There are lots of brilliant bits, but unfortunately there's also an equal number of 'unbrilliant' bits.

65

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(Top Left) Joystick Lesson One: Pull back on the stick and you will see an aeroplane (sometimes). (Left) Joystick Lesson Two: Push forward on the stick and you will see a building (sometimes). (Below main) More of that clever panorama. (Below inset) Got a crap PC? Turn down the detail levels.



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Dogfight



(Top left) A General Dynamics F-16 Fighting Falcon (just 'Falcon' to its friends). (Right) A dastardly Bosch cabbage eater in an ME 109E. (Above) Not just a cabbage crate over the briny, but a cabbage crate with smoke pouring out of its bot.

'Eight and thruppence for some Tupperware?'

'No, no, no, 80 years of aerial warfare...'

'Eh? You want me to take you to the fair?'

'No, no, no, 80 years of aerial warfare...'

'What? You've got jam tarts stuck in your hair?'

'No, no, no, no, no...'

An exasperated **Duncan**

MacDonald eventually terminated this phone call to his nan. He'd simply been trying to tell her that he was about to review *Dogfight* from MicroProse.



I'LL JUMP STRAIGHT IN and say here and now that *Dogfight* is a teensy bit of a 'poo poo'. Yes, I know it's an unconstructive way to begin a review, and I know I ought to sort of 'weigh everything up', bit by bit, before moving onto a general conclusion later on. But who really gives a toss? And besides, working backwards occasionally works quite well. In fact, treat this review as if it's an episode of *Columbo*... after all, in *Columbo* you see the murder at the beginning of the programme and then spend the next 45 minutes watching him working it out, even though you already know what he'll discover. In this review we already have the crime sorted (namely that *Dogfight* isn't particularly brilliant), meaning all that's left to do, if you can be bothered to sit it out, is to work out why it isn't particularly brilliant. Let's go.

Exhibit one: deadly flora

I don't know about you, but the very first thing I do with any flight sim is to enter free-flight mode and take the plane for a spin... stalls, landings, upside-downies and so on. In *Dogfight*, of course, there are 12 aircraft, so I was a bit jittered: was it to be the Sopwith Camel, the Fokker DR1, the Spitfire, the ME109, the F-86 Sabre, the Mig15, the Phantom, the Mig21, the Harrier, the Mirage III, the Falcon or the Mig23s Flogger? As it happens I

plumped for the Spitfire. 'Not too slow,' I felt, 'And not too fast either.' Hair-raising stunts ahoy.

Or not ahoy, as it turned out. In free flight, you start in the air, so I decided to land first and then check out the cockpit instrumentation, takeoff speed and so on. And as luck would have it I was even pretty much lined up for the approach, meaning all I had to worry about was velocity and height. 'This is good,' I thought when I realised how hard it was to bleed off speed... it made the Spitfire feel heavy, as, undoubtedly, they are. So a couple of bonus points already for the MicroProse game. After circling the airfield a couple of times, I got back into the approach and went for it. Altitude good, speed good, altitude good, speed good, altitude good, speed good, nose up a tad, nose down a tad, touchdown. 'I won't use the brakes,' I thought, 'I'll just coast to a stop and watch from the external view.' I was doing 40mph when I thought this. By the time I reached the end of the runway I was doing considerably less. I was about to congratulate myself on a fine landing, when 'BANG'. My Spitfire exploded. I jumped out of my skin, I can tell you. 'Why did it happen?' you may be wondering. I'll tell you why it happened. I rolled off the end of the concrete. The wheels of my Spit made contact with a few blades of grass at about 10 mph. Grass collision. It's the same for all the planes, by the way. Even the Harrier. (Yes, landing vertically on any surface - other than the runway - is a no no.)





(Left) Einen Fokker from einen different angle. (Right; top to bottom) Aircraft selection screen for the multiple combat bit. (2) Selection screen for the one on one encounter. (3) Select combat zone (just like it says). (4) With only one mission per plane this is a bit pointless. (5) Ein Camel.

Exhibit two: selective gravity

'Oh dear,' I was thinking at this point... because this is 1993, after all. In 1993 you expect to at least be able to land on roads. Oh well. Anyway, I restarted the free flight with the Spitfire and landed again (avoiding the grass this time). After checking out the cockpit instruments I turned the plane around (carefully keeping it on the runway) and went for the takeoff. And I was, at first, impressed. Although it took its time getting there (I was getting dangerously near the grass at the other end of the runway), the Spitfire eventually pulled itself into the air. Quite realistically, I felt. Then I disengaged the flaps and pitched the nose up. Inducing a stall. A vicious stall as it happens, meaning I plunged from 300 feet to my doom and couldn't do a darned thing about it. Which is good, obviously, because that's what would happen. What wouldn't happen though, and as I discovered during my next experiment, is what happened when banking the plane to 90° immediately after takeoff... Nothing. The program should have said to itself 'Hey look, his wings aren't working any more, let's drop him out of the sky.' But it didn't. It assumed I was wearing some sort of anti-gravity belt. I just kept on going straight ahead. Vicious stalls, but at some angles you don't even need your wings. Inconsistent or what?

Exhibits three, four, five and so on...

Dogfight has so many annoying points that I could devote a paragraph to each... but I'm not allowed to use 4000 pages. What I'll do instead is to use my notes - the exact ones I jotted down whilst playing the game. (They're a tad vague on occasion, so after each note I'll elaborate slightly...)

1) Bullets kill ground objects: I was in a Messerschmitt 109 and took out Dover radar station with three bullets.

2) Fly sideways without dropping: I've covered that one.

3) Landing... blow up on grass: and that one.

4) Bullets hard to make out: and they are. They're pixels. *Chuck Yeager's Air Combat* type 'tracers' are much better... but that's a purely 'personal' view so I won't harp on.

5) Harrier not very accurate: and I think I understated that. Three settings for viffing: 0°, 45° and 90°. 'But this is an arcade game.' MicroProse will cry. Oh yeah?

6) Doesn't know what it's trying to be: by this I meant it's neither a pure arcade game nor a pure simulation. It's trying to be all things to all people and failing on both counts.

7) Not sophisticated enough: er, I'm not sure what I was getting at there actually, but I was drunk when I made these notes...

8) Easy dogfights: it depends which planes you pitch against each other, for sure, but generally dogfights are piss easy, even on the hardest setting. When they're *not* piss easy (let's say the Mirage versus the Falcon) they have a tendency to go on and on forever, with lots of circling. Realistic? Maybe, but not arcadey.

9) Unintelligent program: The après death/victory message screens are pathetically generic. For instance, I shot down a Spitfire, decided to land my ME109 before quitting, but accidentally crashed into some grass next to the control tower. The message? 'Watch your six next time. Get back up there and learn from your mistakes.' Oh yeah? Like it would have really helped me avoid the grass if I'd been looking backwards the whole time whilst landing?

10) Mission planning?: Like *Chuck Yeager*, MicroProse's *Dogfight* bungs in some missions. However, the word 'token' does seem to spring to mind. One mission per plane, ranging from boring to incredibly long winded (take out eight zillion targets and then try to avoid the grass). Arcadey. No. Simulation? Again no.

11) Jerkovision: even in the high tech '90s it's still the bain of all flight sims... and it's not even if there's *that* much in the way of ground detail. Beware ye with puny computers.

12) Fly in circles for a billion years: I covered that in point eight actually but it's definitely worth mentioning again.

13) Etcetera: aaaah. Now this was written at about 2.30 in the morning, when I was about to go to bed, but it speaks volumes. (The analogue speedometer gives different information to the digital HUD speed readout... Your own aircraft happily fly 'through you' on the runway if you don't take off quickly enough, which, understandably, causes your engine to catch fire... Things that should move off the top of the screen often don't, and just sort of 'disappear' about a centimetre too soon. Etcetera).





IN PERSPECTIVE

Aces Of The Pacific has some pretty crap flight models, but as an out and out arcade game (with some excellent graphic touches), it's still recommended. Chuck Yeagers Air Combat, although graphically inferior to Aces and Dogfight (it's quite old) has playability oozing out of every orifice – and what's more it runs speedily on even slow machines and uses hardly any disk space.

Aces Of The Pacific

Chuck Yeager's Combat

Dogfight

(Top) Your opponent will be shitting bricks as soon as it dawns on him that your plane has an HUD and his doesn't. (Above left) Shoot, shoot, shoot, shoot! (Above centre) Shoot, shoot, shoot, shoot, shoot! (Above right) Don't shoot, don't shoot, he's too small! (Below) A jolly old bean tally-ho sort of a chap getting into his trusty Spitfire with the intention of shooting down some bastard cabbage-eating Bosch coves.





If had to stop slagging *Dogfight* off...

Amongst my notes, there were also some good things about *Dogfight*, and it's only fair to mention them here.

Cockpit instrumentation: good looking dashboards throughout, and they're all different. Shame you don't really need to use them.

Padlock view: *Falcon 3* started the trend, but the padlock view in *Dogfight* is the best yet. Not only can you lock onto a target and have it followed through 360° as if your pilot is watching it, but you actually know where you're looking in relation to the front of the aircraft (you can see your wings and cockpit struts, they're all done in vectors). Plus, using button two on the stick, you can move your view around manually – which is great if you're looking for a runway and, like me, can't be bothered to (a) use external views or (b) go to the map. Excellent.

Sense Of Speed: things 'come at you' at the right speed. Something that didn't happen in *Chuck Yeager*. Or *Aces Of The Pacific*. Or many other sims I could mention.

Smoke: like the smoke in MicroProse's *B-17*, the smoke in *Dogfight* is a long trail made up of loads of jet black vectors (rather than bitmaps). This looks quite realistic and gives a good indication of the direction damaged enemy aircraft are heading.

External Views: like *Aces Of The Pacific*, you don't need to fart around on the keyboard and use Button B to move the view about. Plus, once you've fixed an external view (for any object in the game), it'll stay there until you move it again. Obvious, yes, but most games don't do it.

Shadow Moves: if your plane rolls, so does your shadow. You may argue that this is purely cosmetic, and I suppose it is, but... well, you'll know what I mean if you're an external view freak.

Sun Glare: the sun glare effect in *Dogfight* is absolutely brilliant: you almost need shades. What that games were marked solely on their sun glare effects, eh?



'Columbo' reaches the conclusion

So there we are. Lots of cons and a few pros. If *Dogfight* had come out (as originally intended) a couple of years ago, then fair enough. However, *Dogfight* has come out now, so it's a different matter altogether. Even with the mix 'n' match aircraft option (the main point of the exercise) the problem, apart from the grass collisions and weird gravity, is lack of longevity... I extracted about four hours-worth, and that, it has to be said, was only in the name of duty. One thing I should mention is that there's a head to head option in *Dogfight* (via modem or direct link-up), meaning that you can do battle with a friend/wife/child/bloke-next-door. We asked MicroProse to send us a second copy of the game so we could check it out. They did. But the posties managed to lose it. So I can't comment. ☹



PC ZONE score

Far too easy, major flight model discrepancies and grass can kill you. All in all, a pile of jobs.

50

Price: £44.99 Out: Now
Published: MicroProse
Telephone: 0666 504326

PC ZONE specs

Minimum Memory: 1Mb
Minimum Processor: 386
Minimum Speed: 16MHz
Installation: Essential
Minimum Hard Disk: 6Mb
Minimum Graphics: VGA only
Sound Cards: Ad-Lib, Roland, Sound Blaster
Controls: Mouse and Joystick recommended

Mission Summary



For saving your life in the service of your country, you have previously awarded the Combat Gallantry Medal. A minutes reference will be observed in the News this evening.

(Above) You've been killed, but you still get a medal so it's alright.
(Right) Microprose Tacti-View™



Tacti-View To Mig 21

Play Hard; Play Safe Save Big!

Aces of the Pacific



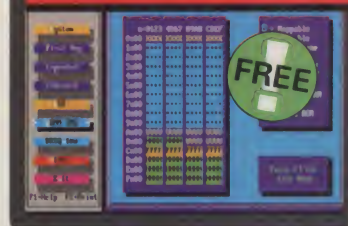
Front Page Sports Football



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—Simulation Magazine

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"...graphics are superb...the game
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—PC Format

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Spaceward Ho!



Spaceward Ho! is a strategy game of colonisation, exploitation and strip mining. Mark Burgess is our man with the pick.

IT IS THE YEAR 2000 and your planet has just developed interstellar spaceships. Naturally your first act is to set out and colonise neighbouring planets. But you are not in the business of building civilisations, or nurturing art and science. After 'terraforming' the planet to your tastes, you mine all the metal from it and then use it as a base for further colonisation. How depressingly realistic. It's like playing 'Flatten the Rainforest'.

When you start *Spaceward Ho!* you must choose how the galaxy will look. The larger you make the galaxy, the longer the game will last. You have been warned. The galaxies can be circular, grid, spiral or random. You can have up to 19 computer players and can make them play in 'dumb', 'average' or 'smart' mode. The computer will never be dumb enough to want to load the game itself. You have to do that, installing it from one HD disk. The program is about 3Mb long.

A main window shows what is called the 'Star Map'. The manual's glossary says: 'Star: The same as a planet'. Don't repeat this in your astrophysics GCSE. Your home planet is shown wearing a white Stetson. True. '*Spaceward Ho!* just needed some way to identify friendly from the unfriendly planets' explains the manual. Fair enough.

You begin by sending out scout ships to explore your surroundings. To move ships you click and drag from their base to their destination. An arrow pointing towards the target planet shows that it is within range and as you take your finger off the mouse button you will hear a voice say 'Hyahh!'; I swear I'm not making this up. If you want to halt a fleet click and hold down the mouse button for a few seconds. You will hear a voice call 'Whoa!'.

Once your scouts have reported on a planet, you can move on to the serious business of exploitation. Those planets with a gravity greater than 2.5G or less than 0.4G are never going to be inhabitable or profitable. Just strip these of their metal without wasting money on terraforming.

When you find a planet with a climate similar to that of your home, you can build a colony ship. These behemoths take a third of your planet's resources to construct. Send off the brave pioneers and after they have colonised the planet, you can fine-tune the climate by terraforming. Then mine all the metal from it. Metal is vital in this game since it is a non-renewable resource - like petrol in *Mad Max*. Money, on the other hand, represents anything renewable such as energy (!), food, manufactured items and - get this - 'educated people'. Realism is not a strong suit here.

Once the planet has been gutted of its mineral wealth you use it as a launching pad for further colonisation. The factories you leave behind will start making you money as the colonists breed and supply you with cheap labour. All you have to do is to send up a satellite to protect them from marauders. You carry on like this, hopping from planet to planet. Ships can be improved by initiating research and development programmes, obsolete models can be melted down for scrap.

Designing your own ships is the closest this game gets to fun. There is only a limited number of variations, though and the program will only let you have fleets made up of one sort of ship.

There are tough rivals in the galaxy whose strategy and morals are much the same as yours. Sooner or later you will run into them and there will be a fight. After the battle you will see what's called an animated battle sequence - this is just one of the programmers' little jokes. There is a picture of the ships facing each other and red lines (phasors? tracers? stair rods?) being exchanged.

To deal with other colonisers and their women and children you build fighters and carry out 'pre-emptive' strikes. You win the game when you have killed all enemy colonists and starved your opponents of resources.

You can send messages to the universe. This is normally to claim a planet and means that other players will either leave you alone or attack you, depending on how they feel.

The Star Map is the main playing area. Good and informative reports keep you up to date on what you and your rivals are accomplishing. The

strategy element is how you spend your money and conserve metal - money has to be apportioned over your colonies, and on improving the speed, range or degree of miniaturisation of weapons.

Of course, the more you spend on research, the less you have for transforming planets. Planets will earn you money, but they are expensive to defend. And you thought playing *Attila* would be fun.

You can play an offensive or defensive game but you will always be caught in the galaxy-wide arms race. This isn't a game for hippies; the only way you win is by conquest.

When you win you get to name a star. You can't do worse than the program, which has stars called Gedi and Quayle. This isn't just sad, it's tragic.

Spaceward Ho! has a LAN option which supports Lantastic, Windows for Workgroups, Netware, Banyan Vines and most other peer-to-peer or client server networks. It is ideal as a multi-player game, or would be if the game were worth playing. As it is, there are far better strategy games about. **Z**

'This isn't just sad, it's tragic.'

IN PERSPECTIVE

Buzz Aldrin's Race Into Space

Elite Plus

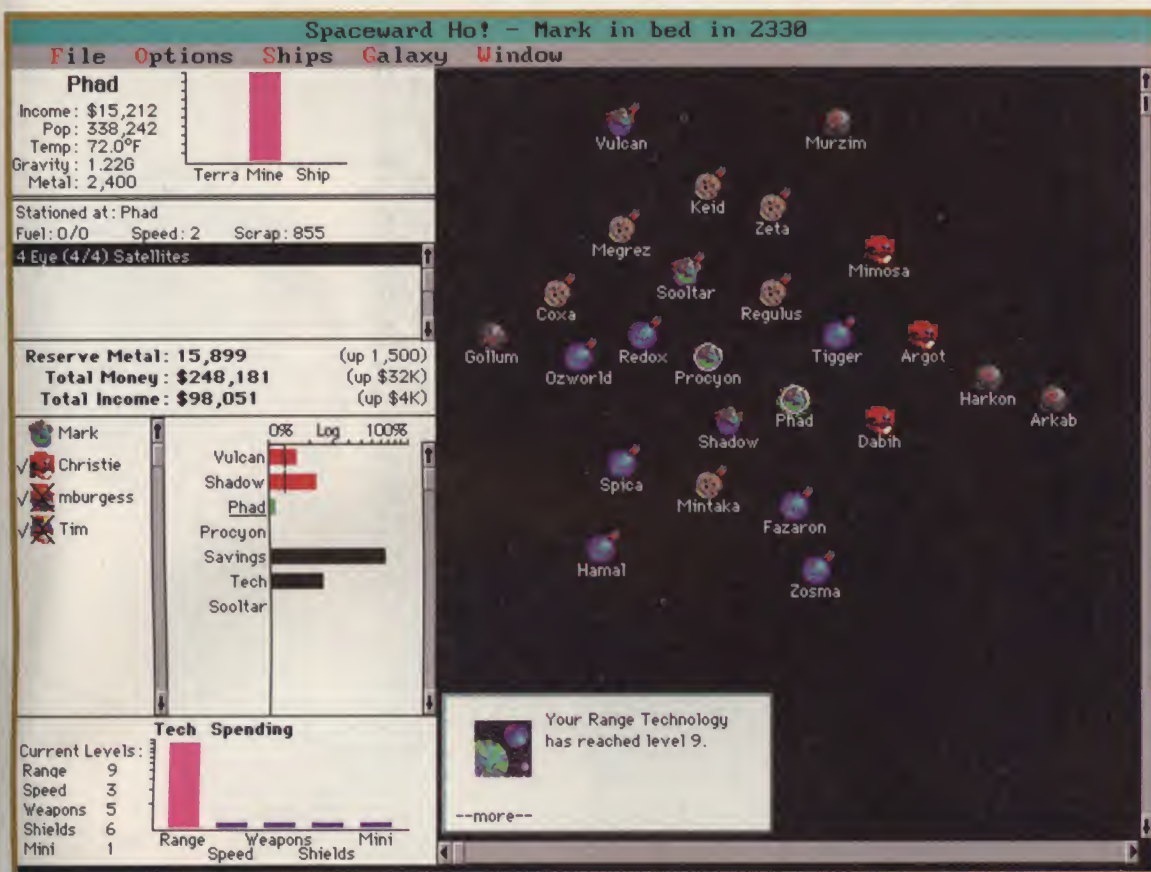
Spaceward Ho!

Spelljammer

Star Command*

Wintrek*

*Shareware



If I had to say something nice

When you start a game you're asked for a filename. The game is saved regularly and automatically. What a good idea. Unless you want to go back a stage of course.

You can play up to 19 other opponents. If you can persuade 19 people to play this game.

PC ZONE
score

There are better strategy games for free.

25

Price: £44.99 Out: Now
Published: New World Computing
c/o US Gold Tel: 021 625 3388

PC ZONE
specs

Minimum Memory: 640K
Minimum Processor: 286
Minimum Speed: 12MHz
Installation: Essential
Minimum Hard Disk: 3.5Mb
Minimum Graphics: Hercules, EGA
Sound Cards: Ad-Lib, ATI, Covox, Digispeech, PC Speaker, Media Master, Pro Audio Spectrum, Sound Blaster and Disney.
Controls: Keyboard, Mouse
Comments: Mouse recommended



(Top) Main screen: the planet with the white hat is yours. Red hats are baddies. A circle round a planet means that it is protected by a satellite, the sort of feather means that a fleet is stationed there. Planets with a question mark are unexplored; those with an exclamation mark are being explored. (Above) Thrill to brilliant action sequences. (Left) Foiled again by the alien scum!

Vertically Challenged



A JVC MICRO SYSTEM PLUS 10 COPIES OF ZOOL

TO CELEBRATE THE launch and wide acclaim for their latest platform hero Zool, Gremlin Graphics have got together with PC Zone to produce a rather smart competition. For the lucky winner there's an excellent stereo while ten runners up will get their hands on copies of the brilliant Zool. (That's enough hyperbole. Ed)

Small is beautiful – so they say – and they don't come much smaller or much more beautiful than this remote control JVC Micro System complete with CD, tape deck and tuner. All that action crammed into such little space – rather like Zool really, they said grasping pathetically for a link.

Zool is cool. And small. He's also the hero of the best PC platform game around which is far from small. (PC Zone Saying Number 203: if you've got a link, however tenuous, flog it to death.) In fact there are six worlds, seven if you include the bonus world, each with a number of levels within it. Different worlds have different themes like Toys, Sweets and Music. Music – there's another link with the prize. (We don't just cobble these things together you know.)

Sounds Fantastic

If a dead smart Micro System or a copy of Zool sounds right up your street (you acquisitive fool you) then here's the place to get about acquiring

one. Simply cast an eye over the three questions below, chuckle when you realise how easy they are or, alternatively, become irritated by the patronising way we keep asking such simple questions. Then fill in the coupon and send it to:

**Vertically Challenged, PC Zone,
19 Bolsover Street, London, W1P 7HJ.**

1 Which of these is not a type of drum?

- a) Taiko
- b) Kettle
- c) Ray Reardon

2 Is Zool a... ?

- a) Kleptomaniac
- b) Ninja Of The Nth Dimension
- c) Professor Of Higher Mathematics at Cambridge University

3 Which of the following is a character from a Gremlin game?

- a) Monty Mole
- b) Monty Blancy
- c) Monty Python

ZOOL COMPO

Answers: 1 ☐ 2 ☐ 3 ☐

NAME

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Rules

1. Employees of Dennis Publishing or Gremlin Graphics caught entering will have their maracas removed.
2. Entries received after 1st June will be drummed out of play.
3. The Editor's decision is final, so no discord.

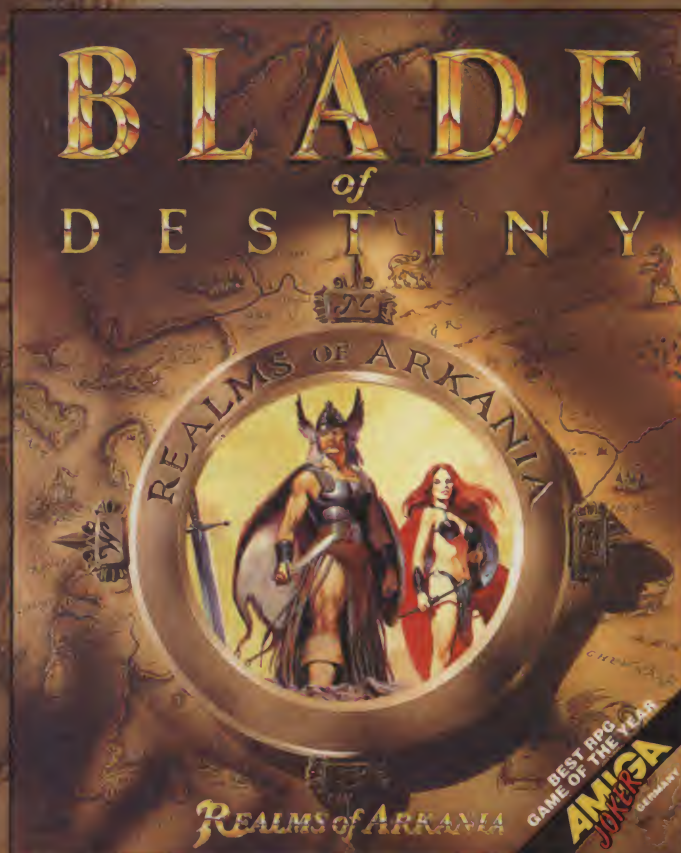
Welcome to the Realms of Arkania

The First Quest

BLADE...

Cut loose in a world of blazing adventure. Blade of Destiny is a vast game, which can be played at one of two difficulty levels. For the less-experienced role-player there is the two-screen mode, allowing you to get on with the action fast while the computer handles all the detailed work on skill values and spells. For the dedicated veteran, there is twenty-screen mode. Using this you can control all aspects of your character.

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- 12 Character Archetypes (including Warrior, Jester, Dwarf, Druid, Ice Elf...)
- 13 Attributes (from Courage, Strength and Dexterity to Superstition and Avarice...)



DESTINY...

This is the game you have been waiting for. Explore a continent the size of Europe, richly detailed and studded with towns, dungeons and other adventure opportunities! Your heroes face many hazardous journeys by road and ship as they explore the fantastic realms and cities of Arkania. Your heroic characters must track down every lead and find every contact if they are to succeed in their search for Grimring, the Blade of Destiny!



PC VGA 256



PC VGA 256



AMIGA



AMIGA

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Screen shots are only intended to be illustrative of the gameplay and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computer's specifications.



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CLUEBOOK
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IN SERIES

Tony La Russa II

There are more baseball games available on the PC than there are weeping sores in the average special clinic. Baseball effluvia goes straight to Patrick McCarthy, the only person in the office who knows a sacrifice-fly has nothing to do with Micronesian cargo cults.



(Top) Someone throws a ball. Someone else misses it. That's baseball.
(Above) A bad-tempered umpire breaks into obscene gestures. It wouldn't happen in cricket.
(Opposite) On especially hot days it's not unknown for infielders to sunbathe freely.

TONY LA RUSSA II is the imaginatively titled follow-up to Tony La Russa's *Ultimate Baseball*, which naturally leads me to the conclusion that we were misled first time around, and frankly I feel used. It was designed by some of the people responsible for the ageing classic, *Earl Weaver Baseball*. Unfortunately *EWB* reached its peak at version 1.5, and was something of a let-down thereafter, choosing the graphics-over-gameplay route that most mothers warn their offspring against. The first version of *TLR* was something of a halfway house between what *EWB* might have been and a totally new game. This latest version attempts to combine statistical and analytical depth with arcade-style playability.

The stats and analysis side of things doesn't really need to be emphasised in America, where Tony La Russa has successfully managed the Oakland Athletics for some time, and has the reputation in baseball circles of being a bit of a computer whizz-kid as well as a modern, trendy manager. (You have to remember that to be a trendy baseball manager you merely have to be under sixty and still able to see your own penis without a mirror.) Try not to judge him by his picture on the cover, where he looks like a hitherto undiscovered Osmond having a one-to-one chat with God.

Like all the big PC baseball games, it has a great many management features designed to appeal to hard-core American 'roisserie leaguers', so-called because of their strange resemblance to enormous, undercooked lumps of fatty meat. These people spend their lives playing imaginary baseball with real players' statistics, preferably without having

to rely on anything so common as hand-eye co-ordination.

Tony La Russa makes it possible, therefore, to do such enjoyable, fun-to-watch things as play an entire season of 162 games for 28 teams entirely in theory, with the computer playing each game and... er... computing each and every result of over 2000 games, in about 20 minutes. More normal people might like to use this facility to play any number of days' or weeks' fixtures this way just to speed their season along. The facility is quicker to use than its equivalent in *Hardball III*.

That's not the only way to do it, of course. Part of the management facilities are dedicated to defining your own leagues. It's possible to create whole new leagues and teams from scratch and copy other teams into the new league. Unfortunately you can't copy individual players from team to team. You can decide how many games there will be in a season, with anything from 1 to 162 per team, and what time of the year you'll start to play. The options for playing conditions are too numerous to list. Of course, you'd have to be mad to sit down and play 162 games in their entirety with the team of your choice; so there's a system of standard and featured games. Standard games are played out by the computer, featured ones by you.

There are two different sets of teams available to play proper games with, the Classic teams and the 0168 teams, all comprised of great players from history, along with two All-Star teams. The difference between the sets is that Classic teams are made by collecting together players according to the 'franchise' they played for regardless of when they played, so that you have Joe Di Maggio from 1939 playing alongside Mickey Mantle from 1956, for example. The



- ① After hitting a home run it's obligatory to stand like this for the press to photograph you.
- ② The only legless man in the major leagues makes another stunning catch in the outfield.
- ③ Baseball's most common injury, Squashed Hand Syndrome, strikes again.
- ④ The man with no lower legs scores a run, proving once again that baseball is a great leveller.
- ⑤ The only caption I can think of for this involves Bart Simpson's father. They wouldn't let me use it.
- ⑥ A Trick Play: The first baseman breaks wind, causing his opponent to run away. He can now be tagged out.

Team customising

Nothing is more effective at getting you really obsessed with a sports game than finding a team or an individual you like or identify with in some way. Usually it's something illogical, like you find a certain team kit peculiarly attractive, or maybe a player has the kind of haircut you've always admired. Better still is if someone does something admirable in a game that catches your attention, like punches the shit out of an umpire. Every time you play the game from then on, you watch out for that player, and care more about what he does. The weird thing is that often that player will then begin to perform above his supposed computer abilities.

Baseball games usually have the greatest potential for this kind of thing because they all come with fairly extensive 'management' facilities, which enable you to do wacky things like make up a team made entirely from characters from *Home and Away*, and so on.

IN PERSPECTIVE

Earl Weaver 1.5*

Earl Weaver 2.0

Hardball 3

Tony La Russa II



0168 teams are great teams from history – like Stan Musial's 1946 St Louis Cardinals, or the 1927 New York Yankees with Babe Ruth and Lou Gehrig. Strangely, none of the Cincinnati teams from the days of the Big Red Machine are included. However, you are lucky enough to have the all-conquering 1906 Chicago Cubs, featuring the man who pioneered bizarre and painful practices with lineament, Mordecai 'Three Finger' Brown.

In each case they've tried to select stats from a player's career-best season, although sometimes this is debatable, and you're perfectly free to alter them if you prefer another season. You can also, of course, make up outrageously good ones if you like to cheat at these things.

SSI deserve a tick for effort in their attempts to provide the all-round baseball experience. Famous ball-parks have been reproduced in painstaking detail, including any

idiosyncratic bumps and lumps in the walls and the streets outside the ground. Sound is supposed to be available in two

ways; a play-by-play commentary by Ron Barr, and in-game music, but we couldn't get either to work. (The most it managed was a weird beeping noise when a fielding error was made. Strangely, setting it up without a soundcard I found no option for PC internal-speaker sound.) In addition, certain 'big-plays' – home runs, double-plays, close calls at home plate, etc. – prompt the showing of large-scale digitised action-replays on a simulated big-screen in the crowd.

Obviously these details are responsible for the size of the game – 15Mb of hard disk space, at least 580k of free RAM are needed. A fast 386 is recommended, and the game is said to require MS-DOS 5.0 or DR-DOS 6.0 – although when I tried it on a 20MHz 386sx with DR-DOS 5.0 it loaded and played perfectly happily. Both the in-game and the large-scale animation speed can be set, and can be replayed at normal speed and in slow-motion.

The game can be played arcade-style, where you control all the batting, baserunning, pitching, fielding and throwing, as well as take all the tactical decisions. If you have the reflexes of a pickled herring you can simply be the manager, telling

other people what to do and sacking them on the spot if they let you down. Two-player games can be played in any combination of management and arcade style. Depending on your level of co-ordination, you can still – even if playing the game arcade-style – get the computer to control your team's fielding, baserunning, and even throwing if you want.

And that's where we move onto the game controls – but before we do, it's worth going back to the ball-parks for a second. Although they're beautifully detailed, and the game boasts that they're the largest in any game, they don't look that big – in fact, they seem rather smaller than the scaled ones in *Hardball III*. The infield itself looks much too small for the sprites and the bases look more like they're 12 rather than 30 yards apart. This was true of the original TLR, so nothing's changed there. It affects the gameplay, because you

have less time to react to plays, and no time to correct any throwing errors.

The gameplay itself is also not above criticism.

On a few occasions with the count on two strikes against the computer, another strike has been thrown and the ball/strike count has not changed. Baserunning is occasionally problematic too. Although you control the lead runner of any players you may have on-base, the computer controls the others. Sometimes the computer-controlled baserunner stood moronically off-base and was picked off. It's also rather frustrating when you get a hit and see the runner on first base wait for you to tell him to run to second, thus ensuring he's thrown out by an outfielder – surely the programming should be able to cope with making the player run when he has no choice in the matter.

You'd think from the above that the game, like most of the PCZ staff, was a mass of inadequacies, but that's the sad part. It's actually pretty playable, and I can only assume a lack of play testing has resulted in the above occasional (and admittedly minor) faults. If it wasn't for that, and the fact that you can't copy individual players between teams, it would be just about the baseball game with everything. As it is, it's the baseball game with quite a lot. **Z**

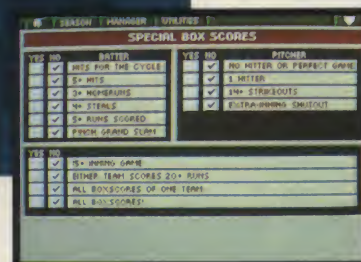
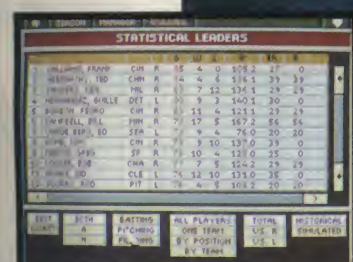
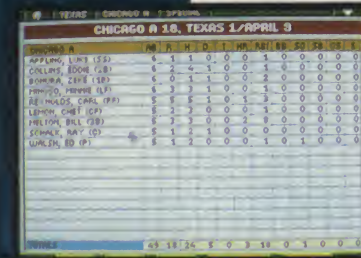
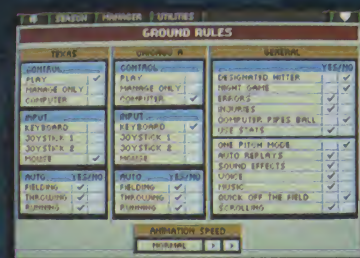
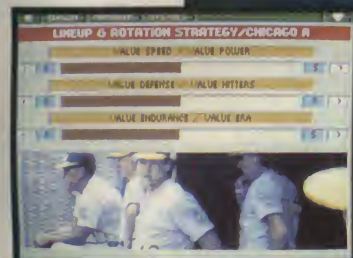
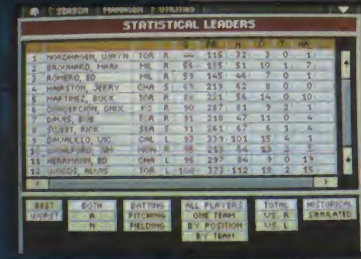
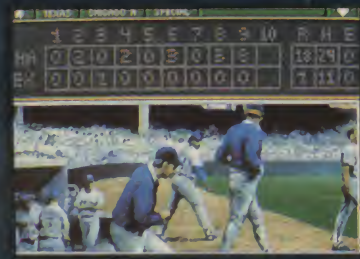
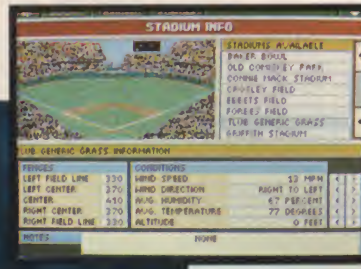
Lies, damned lies and...

TLR2 has one of the more extensive statistical information screens of the mainstream baseball games. As well as the stats that are specific to their area of expertise, every player is rated for general morale and leadership qualities and how well they perform 'in the clutch' – in other words when it really matters. Like when they're up to bat in the last inning of the divisional championship decider, with two outs and a runner on third and their widowed mother has flown all the way around the world to be present in the crowd. The specialist statistics can be switched between the historically-correct season-stats and the stats compiled by the players during the current season.

Batters are rated in literally millions of categories, ranging from straightforward stuff like the number of hits they got, to more eclectic information like the percentage of balls they put into play that get hit onto the ground and into the air. Fielders are rated in everything from their arm-strength to the number of times they wipe their nose on their sleeve in a game. Pitchers have to make do with being rated in a mere 750,000 areas, including accuracy, cap size, control and how much they look like Robbie Coltrane.



CHICAGO A 4
TEXAS 1
BALL 0 STRIKE 0
OUT 2 INNING 4
84 MPH
MATLACK .000
WALSH 1.42



(Top left) A spotlight-wielding police helicopter causes consternation in the outfield.
(Left) Bunting while the man on third steals home is known as a suicide squeeze because of the effect a missed pitch has on the batter's testicles.
(Above) Look at the rolling green outfield. Gets you right here, doesn't it?

If I had to slag this game off...

I'd probably mention the odd wobble in the gameplay that can be very annoying, the fact that you can't copy individual players around leagues, and the small infield. And the difficulty we had getting any sound out of it. I might feel a bit guilty about it though, because it tries very hard, so I'd probably buy it a drink afterwards.

PC ZONE score

An exceptionally-detailed baseball game, and almost a very good one.

73

Price: £35.99 Out: Now
Published: SSI
Telephone: 021 625 3388

PC ZONE specs

Minimum Memory: 560K
Minimum Processor: 386
Minimum Speed: 20MHz
Installation: Essential
Minimum Hard Disk: 15Mb
Minimum Graphics: VGA
Sound Cards: Sound Blaster, Sound Blaster Pro, Pro Audio Spectrum, Ad-Lib, Roland.
Controls: Keyboard, Mouse, Joystick

Controls

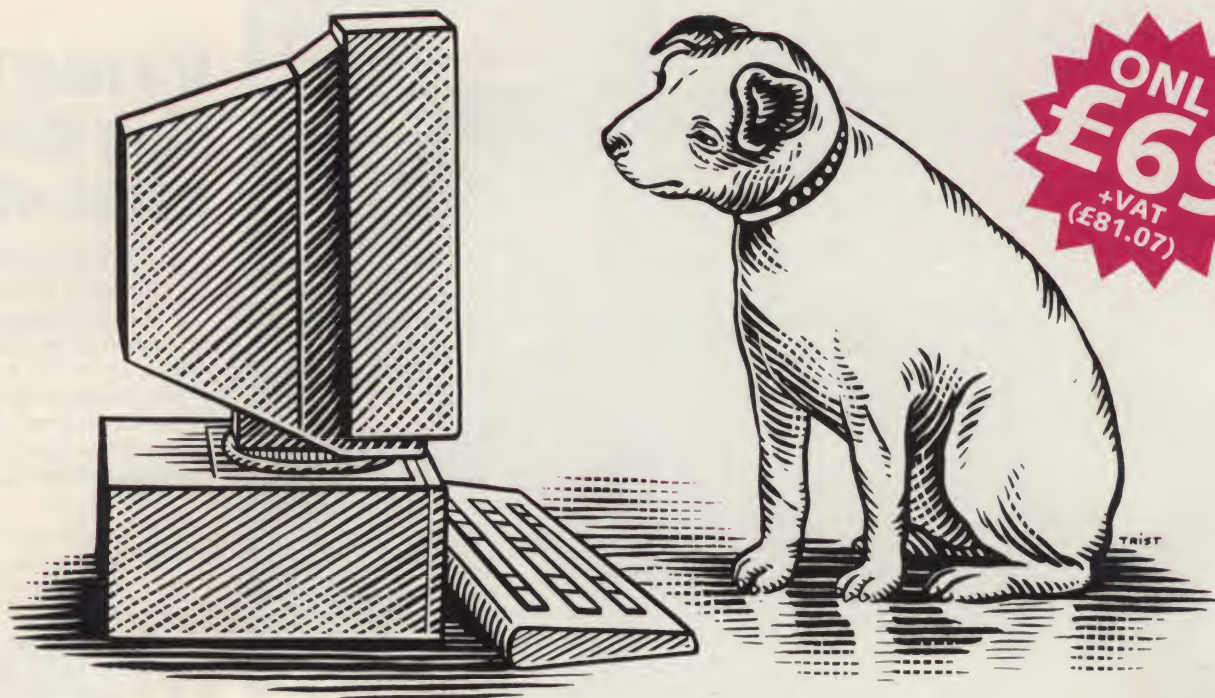
LR can be controlled by keyboard, mouse or joystick, but each method has its own foibles. Of the three, the mouse comes out on top, but it's a shame none of them are perfect.

The keyboard is the best for pitching, but lousy for fielding and frustrating for throwing, involving as it does the perfectly-timed pressing of a directional key and a fire button: too soon or too late with the direction and the fire button throws as if no direction's been chosen (i.e. to the pitcher).

The joystick is pretty crap for pitching because it's hard to judge how far off-centre your pitch will be, but it's okay for fielding and throwing.

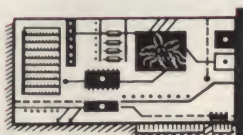
The mouse is fine for pitching (except in two-player mode when it's a give-away on the location of the pitch) idiosyncratic for fielding and really confusing for throwing. I say confusing because the position of the mouse-cursor on screen determines which base is thrown to, but the position changes while the screen scrolls during play, and can lead to frustratingly incorrect throws at the speed made necessary by the game's small infield.

HIS MASTER'S CHOICE



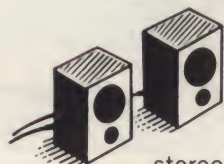
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+VAT
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Watch your body fall apart before your very eyes – at last a computer sim of turning 30.



The Terminator 2029



Heavy metal – an enemy terminator.

Dressed to kill – just stay out of the rain.

Mark Burgess slips into something a little less comfortable.



YEAR 2029 AND LOS ANGELES looks as if the King case is still news; the place is a pile of rubble with barbed wire and concrete blocks everywhere. Ruined skyscrapers, like the jagged teeth of some monostomatic monster, form a reef along the horizon. The Dancers, Yucca Avenue, Chattanooga Drive – all gone. Only the word 'HOLLYWOOD', up there on the hills reminds you of the old days. The good times, when you could rush out a crap shoot 'em-up, ride it on the back of a film and charge a hefty wad for it.

The world is in the grip of a sinister corporation, as usual. This one is called SkyNet (how did they get away with *that*?). In a world governed by soulless machines you are a member of the brave resistance dedicated to freedom and ☸



Major Altorrez tries to be one of the guys.



Everything is different in 2029 - except the treatment of women.

PC ZONE specs

Minimum Memory: 640K base, 1Mb expanded

Minimum Processor: 286

Minimum Speed: 20MHz

Installation: Essential

Minimum Hard Disk: 14Mb free

Minimum Graphics: VGA/MCGA

Sound Cards: Sound Blaster, Roland

Controls: Keyboard, Mouse

Comments: Comes with its own diagnostic program to check out your system.



And you're not killing anything until you've tidied your room.



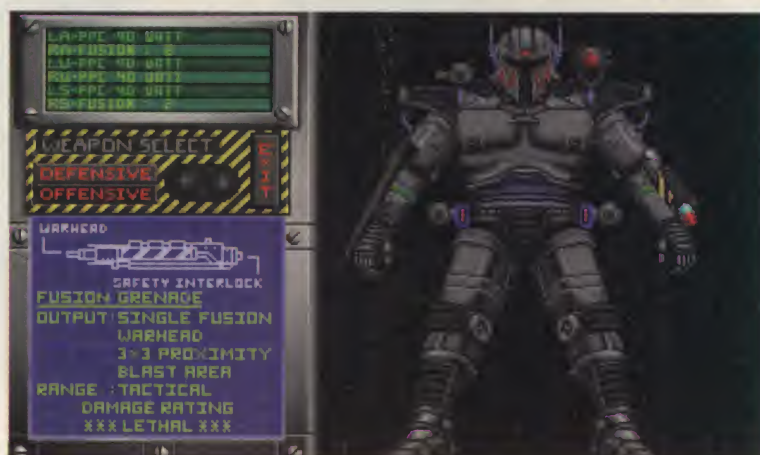
Ready for a night on the town - ciggies, lighter, keys, fusion grenades...

PC ZONE
score

Terminal case.

50

Price: tba **Out:** Now
Published: Bethesda Softworks
Telephone: 021 625 3388





Position, direction, radar, map and something to kill. What more could you want?

Other good things. Resistance scientists have developed the Advanced Cybernetic Exoskeleton. Why use the word exoskeleton rather than, say, armour? So that the acronym is ACE of course.

Slum superhero

The game opens in your living quarters. The place is a tip. Clicking various items will let you set the main game options. First you must create a character, at least in the first game. This is done by clicking on the computer screen (of your quarters). The name and callsign will be used by the other characters, so plenty of room for boyish fun here. The same icon brings up a War Status map which shows which bits of LA SkyNet or the Resistance hold. Enemy Stats shows SkyNet's forces in rather smart 3D graphics. It also gives information on strengths, weaknesses and general sp.

The 'create character' icon also lets you load and save games and reconfigure the keyboard – but beware of that: there is no default and only way of restoring things is by going through the manual where most keys are given.

Getting canned

Clicking on the console will let you go on a training mission, so you can put your tin suit through its paces. This a useful way of getting used to the amount of specifying and firing weapons and the amount of damage the suit can take. Clicking the locker will let you view the combat records of any characters you may have created previously. Clicking the wastepaper basket will take you to DOS, where you'll have more fun, believe me.

When you've done all you have to do in your quarters, then off to mission briefing. Your commanders – Colonel Connors and Major 'Merlin' Altorrez of the 14th Light – are a fairly dull lot, who clearly think they are the bee's knees. Listen to what they say – rather than staring at technical expert Rachael [sic] Sterner – as occasional bits of useful information leak out. These will be the only hints you get on tactics and the right weapons although a pithy summary of orders can be called up from inside your armour.

Tooling up

You have to work your way through the missions although you can flunk out of one midway if you get bored or stuck – at the expense of some sarcastic comments from Col. Connors. Before every mission you select the weapons for your armour. At the beginning you have two choices of offensive weapon, plasma cannon or fusion grenade. The only defensive item is an 'autodoc'. As resistance techies get going, missiles and shields quickly become available. There are no defaults and there are only six places to stick things – so choose carefully.

Leave weapon selection and you are deposited facing a brick wall, some way from your target. Calling up orders will give you the co-ordinates of



your first objective. Now these might look like normal Cartesian co-ordinates, but they're not. If you want to go from 12, 15 to 45, 30 you go South East not North West: a small thing, but a bad sign.

The main display, shows the weapons selected (two at any time) state of health, state of weapons, radar and message screen. There is the view forwards with a little HUD of your direction, co-ordinates and weapon in use. When you move the sight over a target, a box tells you what it is and whether the computer is tracking, or has a stable or unstable lock. Then you shoot at the thing until it blows up.

Lee Majors school of auto-repair

If you're the forgetful type, then calling up orders will tell you your primary and secondary objectives. Chances are you'll be picked off while you're reading them. Every mission has a number of safe places; derelict buildings and blind alleys – don't try this at home kids! – where you can rest and repair your battle armour.

The repair sequence is one of the bits I liked best about the game: it's like the beginning of *The Bionic Man*. Repairs takes a long time – real time, it says here – and you will often get shot just as the feeling returns to your left leg. In fact it's easy

to die in this game. In the simulator/training mode, you can wander around for hours without meeting anything. In missions you will often (always, in my case) get pinned down by about ten things firing at you at once. You die, of course.

Should you care? *Terminator* should be full of action and strategy. It's got considerably less than *Duke Nukem*. The scrolling is uneven (this on a 66MHz 486DX) and as you move, distant objects remain distant.

Celluloid droid

The game carries over many of the villains of the film. The Terminators are impressive and difficult to kill. You would think it would be hard to mess up a licence like this. I mean, what are the *Terminator* films but shoot 'em-ups? Unfortunately Bethesda have managed it. The game is difficult and boring at the same time and is virtually devoid of any gameplay. ☹



Know your enemy.



What it is and what it can do to you.



IN PERSPECTIVE

Xenobots

Terminator

Stella 7

International Rugby



Laurence Scotford plays the computer version of a real man's game and is thankful that it doesn't go as far as simulating the post-match showers.



R

UGBY IS A REAL man's game, or so we're told. Apparently, being a real man involves hugging a dozen other blokes and sticking your hand half-way down the shorts of at least one of them,

rolling around in the mud with 29 others and then all taking a bath together. If that's being a real man I think I'm happy being a wimp. Just to confirm my wimpish tendencies, I signed up for a season with *International Rugby Challenge*, currently the only way to experience one of the world's roughest sports without necessitating a visit to the dentist.

Kick Off with (ovoid) balls

Five minutes with *International Rugby* is enough to confirm that it is essentially an attempt to do for Rugby, what *Kick Off* did for football (which was frankly, a disservice as far as the PC version was concerned). Superficially, there are many similarities. There's a birds-eye view of a pitch swarming with diddymen dressed up in rugby-shirts, and a 'radar' view in one corner in which, in theory if not in practice, you can see the big picture, by monitoring the positions of all the players, which are indicated by colour coded dots.

The game is played in a similar fashion too. You control the player in

possession of or nearest to the ball, and every action is achieved by pressing the fire button for a short or long time. This works in a context sensitive way so you will pass or kick the ball if you have it, or tackle or intercept the ball if you don't.

In principle the game should be very easy to play, especially since a short tap of the fire button performs an autopass to the nearest player, and you only have to 'aim' the ball if you want to pass to a specific player. This is done by holding the fire-button for longer, then moving the cursor back towards the player who is to receive the ball. Alternatively you can move the cursor forward to execute a drop kick.

Scrum, line-outs, conversions and penalties are all played using a power-bar very similar to that seen in popular golf sims. One click sets the strength of the kick or throw, and a second determines the degree of accuracy or deviance from a straight kick or throw. At the more difficult levels you may have wind to contend with too.

Nice try, but not truly scrum-ptious

The control system seems to work well enough for a while, but soon enough you'll pass or lose the ball, and that's when the problems begin. Because the opposing player carrying the ball isn't highlighted in any special way, after a pass or a tackle there is often a moment of confusion before it becomes

Challenge

clear exactly which player is carrying the ball. Why the player in possession can't change colour or something I don't know, but it would certainly improve the game.

The second difficulty is in the selection of the player that you control at any one time. The program always puts you in control of the player nearest to the ball. Fair enough, you might think, but unfortunately, while this tactic seems logical enough, it simply doesn't work. For instance, if a player from the opposing team is in possession of the ball and heading like a bat out of hell for your goal-line, then you obviously want to bring the so-and-so down as soon as possible. You won't though, because the blasted program, rather than assigning you players who are slightly ahead and to one side of the player to be tackled, insists on assigning you the player nearest the ball, who is usually the least appropriate player to be controlling. Because of that it's very difficult to regain possession of the ball once you have lost it, no matter how good a player you are. This is a real shame because it spoils what is an otherwise very competent game.

A league of its own

Like most football games, you are not expected to put up with a default squad. You can select your own line-up if you wish. Each player has a set of statistics which show his speed, weight, injuries and so on. It's quite important to get the squad right, because the figures do make a real difference to the performance of each player on the field. This is especially true in the speed stakes. You may have an apparently clear run, but if you've a slower player he'll soon find himself outrun.

Another plus point is that you can play both the World Cup and the Five Nations Championship and all of the competing nations are featured. You can also set up one-off friendly matches and a tour of Britain, Europe, Australasia, or the Americas. You don't have to participate in every match either. You can elect to sit back and watch the action, or simply skip straight to the final result.

International Rugby Challenge will undoubtedly do well by virtue of being the only game of its type available for the PC. It's just a shame that many players will be disappointed by what really amounts to a couple of minor design faults which could have been so easily remedied. **Z**



(Opposite page) Spot the Ball! Actually, in this case it's fairly easy because your player is carrying it, so he's highlighted. It's not quite as simple when the other team is in possession.

(Left) When you score a try you get this 3D view for the conversion. Scoring conversions, even with wind, is about as challenging as breathing.

(Middle) Line outs and scrums both use the same power bar to dictate which position you throw the ball to and whether you retain possession. Both of these events are as unchallenging as scoring conversions, which is understandable since they both require exactly the same skill.

(Bottom) The only management aspect of the game is this screen which gives you statistics for each player and allows you to shuffle them about a bit.

PC ZONE specs

Minimum Memory: 640K

Minimum Processor: 286

Minimum Speed: 12MHz

Installation: Optional

Minimum Hard Disk: 1Mb

Minimum Graphics: EGA

Sound Cards: PC Speaker, Ad-Lib, Roland

Controls: Keyboard, Joystick, Mouse

PC ZONE score

Scores a try, but doesn't quite manage the conversion.

67

Price: £34.99 Out: Now

Published: Domark

Telephone: 081 780 2222

IN THIS MONTHS PC Zone shareware section we include a number of new games as yet not advertised in any other magazine. Most of the programs reviewed here are brought down from America and include some of the best game play you have ever seen.

You are able to test that each program works alongside all your other software and on your existing equipment and because the authors do not spend thousands of pounds on advertising you are guaranteed that the registered versions cost much less than their commercial counterparts. If you have not tried a shareware package from Transend then now is the time to do so. You can start by ordering only two disks at 5.90 to test our service and the shareware concept but I know that once you have tried it you will agree that there is no other way to buy software.

To order simply read the reviews and note each of your selections on the order form at the back of this section. Your disks will be despatched on the day we receive your order by first class metered mail and you can start using the programs immediately. After an assessment period, which is typically ninety days, you must decide if you wish to use the program on a more permanent basis. If so you must register the package, Transend can help with many popular packages and save you the trouble of sending orders overseas. Remember to ask for the latest catalogue with any order over ten pounds.

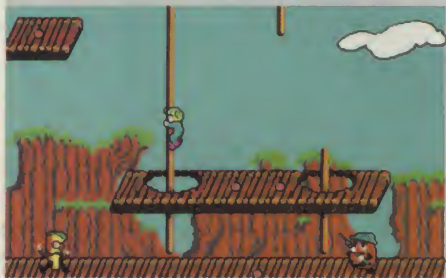


Code 11950, Johnny Dash in Monster Bash

Shareware Reviews

COMMANDER KEEN IN KEEN DREAMS

Order Code: 10000 Total Disks: Commander Keen has the largest fan club of any other shareware game available. Transend has scoured the world from Norway to the U.S.A. in the search for more Keen Games. We found this latest version from Gamers Edge in America, along with many other titles from ID Software, now known as the lost collection of ID Software. Your Hero is Back and needs help to rescue the captured children being held by the Vicious Vegetables. We fell about laughing at the jogging carrots, head butting parsnips and other whacky characters as we jumped, climbed and ran about the many levels. A well aimed flower bomb soon put paid to the battling vegies, but only



for a few seconds to give you time to pass, save the children and leave

quickly. Shin up the firemans poles to heights never reached before but before careful the potatoe doesn't bash your head in at the top. Game players every where are now queuing up for a copy of this excellent graphical game with breathtaking colours.

Code 10000, Commander Keen in Keen Dreams

HEXXAGON

Order Code: 11940 Total Disks: 1

This great new game of strategy and mental agility gets its name from the hexagonal board on which you play your human or computerised opponent. The rules are simple as with the best games but the winning tactics take a while to learn. Despite being a game of skill and reasoning the graphics are still on par with the latest in arcade games. The opponent's pieces are alternately moved one at a time, either by one space to duplicate the piece or by jumping two spaces to fill a hole. Land in a space adjacent to the opponent's pieces and they change to your colour. The object of the game is to take over the whole board and thoroughly thrash your opponent. A superb challenge, excellent graphics and it even includes a board designer for

customising the game. Hexxagon uses a mouse and SoundBlaster card to the full if you have either. If you enjoy Chess, Draughts, Chinese Checkers and similar games you'll find Hexxagon just as rewarding. Requires Hard Disc & VGA.



Code 11940, Hexxagon Game

JETPACK

Order Code: 11740 Total Disks:

Your mission in JetPack is to collect precious stones while avoiding the monsters and hazards in every one of the 100 levels found in the registered version. Using the jet pack strapped to your back, fly around this excellent platform game collecting treasures, teleporting from place to place and tunnelling through barriers with the Phase Shifter. Using the full 256 colours available from the VGA adapter, the graphics are beautifully designed - even the

SHAREWARE JUNE - TRANSEND SHAREWARE

configuration and help screens. If you can get through all the levels without dying and get your name in the high-score table, you're a better JetPacker than me! Features include clever monsters which trip the floor switches, coloured buttons for dismantling obstacles and full joystick support where available. Watch out for the fuel supply, though. It's all too easy to run out of fuel and be left at the mercy of the robots. Requires VGA.

KILOBLASTER

Order Code: 8260 Total Disks: 2

Another excellent game from Epic MegaGames, this time an excellent arcade type game with addictive qualities. It has the usual Epic features such as excellent graphics, ease of use and soundblaster support. You control the spaceship on the screen blasting at alien craft for all your worth. You can move up, down, left and right to dodge incoming missiles and collect extra strength weapons by flying into falling fruit! (in space?). Another two volumes are available on registration which will definitely be worth paying for. Requires Hard Disc & CGA.

MICROMAN

Order Code: 11720 Total Disks: 1

This is one of the first serious attempts at producing an arcade game under Windows. A great deal of effort has gone into smooth animation, not an easy task with the multitasking Windows environment. The author has just about managed to pull it off, although the list of essential hardware requirements may disappoint. You must have Windows 3.1, 2MB of RAM and a 386DX processor for best performance. A sound card is optional and 256-colour video mode recommended. Even on my 40MHz 386DX I found the game speed a little slow for my tastes. The hero of the hour, MicroMan, must wander around rooms blasting away the nasties, teleporting between areas and collecting points. Requires Hard Disc.

MONSTER BASH

Order Code: 11950 Total Disks: 1

It didn't take long before I was hooked on this tasty new Apogee game. Many of the program's qualities - graphics, sound and gameplay - reminded me of an

earlier Apogee favourite, Duke Nukem. Another platform game, you play the part of youngster Johnny Dash out to avenge the dog-napping of his faithful mutt. The evil Count Chuck is stealing cats and dogs for some wicked purpose and turning them into hideous monsters. Johnny must enter the Under World through his bedroom closet, armed only with a catapult and an endless supply of ammo. All the usual features are here: running, jumping, crawling and shooting. On each level you must release the pets from their cages, kill the mutants and avoid the traps. Watch out for the zombies! Even if you kill them their heads continue to roll around just adding to the obstacles. Yet another excellent game from the Apogee stable with the same quality and attention to detail shown in their previous games. I can guarantee you will spend hours playing this one. Requires Hard Disc & EGA.



Code 11950, Monster Bash from Apogee

VANILLA BLACKJACK

Order Code: 11800 Total Disks: 1

Play against the house with this realistic game of Blackjack or Pontoon. Just like in the casinos, you can buy, stand, double and split. Even double your split again if you have enough Bucks left, plus the game offers insurance. Play with as little as \$10 per hand or blow the lot in one go. The program also offers statistics once a game is over. The shareware version only uses the Clubs suit, but registration brings a full pack of unique hand-drawn cards. Requires EGA.

WATCH OUT WILLI

Order Code: 11730 Total Disks: 1

This teasing game for Windows users combines the strategy of a puzzle and the fast action of an arcade game. You are Willi, a deranged Caveman with a hunger for cabbages. Guide Willi through the eight worlds, gobbling cabbages as quickly as possible but watch

out for the rocks which can fall and kill you with one touch. You need to plan your route carefully and use sneaky tricks like pushing the rocks to one side. The game provides a world editor for creating your own puzzles and several levels of difficulty. The graphics used for the rocks, Willi, cabbages, walls and soil are also easily changed with a suitable icon editor. Great fun! Requires Hard Disc.

XERIX

Order Code: 11930 Total Disks: 1

The most amazing thing about this fast action space shoot-em-up is that the author wrote the first version when only 13 years old! Xerix is fast and furious. Avoid the missiles while blasting the alien blobs into space dust, but take extreme care. This game is tremendously difficult to master and requires precise timing, fast reflexes and nerves of steel. The only drawback is that the game has only two levels. In expert mode you may never reach the end, it's so tough. But in the novice game you never die when hit, and sheer patience and good luck eventually win you through to the end. I would like to see an intermediate skill level as a balance between both extremes, but it's still worth playing. Joystick and SoundBlaster supported but not essential. Requires VGA.

PIVOT!

Order Code: 11820 Total Disks: 1

This add-in works in combination with the highly acclaimed As Easy As spreadsheet program or compatibles allowing you to print your worksheets in normal portrait or across-the-page landscape formats and in a font of your own choice. Supplied with six internal fonts, it also includes an external font editor for creating your own impressive Near Letter Quality character sets. Requires Hard Disc.

RAINS

Order Code: 11710 Total Disks: 1

You will not believe the power of this Rapid Address INput System (RAINS) that allows you to input a postcode for anywhere in the U.K. and it will then type the address into your application for you. The program is a small TSR that will sit in memory no matter which application you are using. You can then call it up anytime from within

TRANSEND SHAREWARE JUNE - TRANSENI

your wordprocessor, database or even from DOS. You then type in the postcode and the address is popped up on screen immediately, all you do is accept it and it will feed your keyboard buffer with the address, it then 'types' the address into your application as if you had typed it at the keyboard. It will save hours of work for any mail order type company or even for the secretary who types letters all day. The main advantage is that you can never type an address incorrectly, not even the Welsh ones and they will all be Postcoded so you could save on mailing costs. The program uses the Royal Mails PAF system so you always have access to regular updates and the price of the full version is under 400 pounds. The Shareware version has a sample area as the full version is 13MB. Requires Hard Disc.



Code 11710, Rapid Input Address System

GORIN'S ORGANISER

Order Code: 11890 Total Disks: 1
This personal information organiser is the best looking one I have yet to see, although the features supported don't yet match those of other PIMs which are available as shareware. Notable features include the use of icons to clearly label your daily appointment types plus an in-built icon editor, a telephone dialer for use with an autodial modem and pop-up calculator and notes. Despite lacking some features it is impressively easy to use and comes with an extensive help system. Requires VGA.



Code 11890, Gorin's Organiser

ANIMATED WORDS

Order Code: 11910 Total Disks: 2
Suited to the pre-school infant, this enchanting educational game provides endless fun while teaching valuable word recognition skills. The child must match a written and spoken word with one of five simple pictures. On each correct answer a puzzle has another piece added until complete, when it animates itself in some humorous way. Congratulatory messages are also heard through the PC's speaker or SoundBlaster, Adlib or Covox sound card. Supporting both a mouse and the keyboard it is supplied with 50 words and associated pictures plus 10 animations. The reasonable registration fee brings 100 further words and pictures plus 20 more animations. My kids would have loved this if it had been around when they were younger. Requires Hard Disc & EGA.



Code 11910, Animated Words

VICON EDITOR

Order Code: 11860 Total Disks: 1
Vicon is an ICON editor that support 4 different types of file formats and you can convert between them and is ideal for creating and modifying Windows Icons and Bitmaps. Where this program stands out from the rest is the excellent drawing tools that are included. This is worth adding to any Window's users library.

CORNCOB 3D

Order Code: 8160 Total Disks: 1
Good Shareware flight simulators are a little thin on the ground (or in the air) so, we were delighted to find this one. A hard disk is preferable although you can run Corncob from a high density floppy. It is 1949 and you are in control of a standard front-line ground attack plane, you have a choice of missions on which to embark. Your objective is to complete your mission and return to base in one piece. The Author has paid a lot of attention to detail in the use of controls and

instruments. It has excellent graphics and flight simulation, you can even leave the plane and walk around it if you wish. Corncob is one of the best Shareware flight simulators I used and will provide hours of entertainment for any would be Hero. Requires VGA.

ELECTRO BODY

Order Code: 8130 Total Disks: 1
Whenever you want top quality arcade graphics and dazzling sound you need look no further than the shareware leisure section. Electro body is without doubt one of the most stunning arcade action games. Search the maze dodging the robots and auto-firing laser guns. Brilliant digitised speech for Soundblaster users and a first class music track. Arcade addicts get this! Requires Hard Disc & VGA.

JILL OF THE JUNGLE

Order Code: 8250 Total Disks: 1
This excellent game from Epic MegaGames puts them hot on the heels of Apogee for the number one spot in games programming. Its many levels of scrolling screens and action packed adventure will happily measure up to any of the Commander Keen games. CGA, EGA or VGA modes are utilised depending on your hardware, it also has very good soundblaster support. You control our heroine Jill as she battles with different creatures in her search for weapons, gems and health giving food. A nice touch to this game is the ability to sample all the sounds heard in the game at the touch of the keys. You will not be disappointed with this disc and on registration will receive two extra volumes. Requires CGA.

OVERKILL

Order Code: 9940 Total Disks: 1
Without doubt this is the best shoot-em-up arcade action release of 1992. Those familiar with the



quality of XENON from the Bitmap Brothers will see a likeness in professional graphics and sound. The shareware version provides



Serpent Isle

Ultima VII Part 2



The Guardian. Mean, moody and in bad need of dental work.

It's time for worn-out superlatives, overused clichés and the usual array of sarcastic jokes about hard disk space and memory problems. That's right, Paul Presley reviews an Origin game!

R

EMEMBER THE GOOD OLD DAYS? The days when little white figures were good guys, little green figures were bad guys and all you had to do was make sure there were more of the former than the latter to win the game? Every adventure involved a trip from one place to another, killing monsters as you went, and beating up the main bad guy once you got there. If you could talk to it, it was on your side. If it came at you with a sword, it wasn't. Life was much simpler back then.

Now, however, we have *Serpent Isle*, the sequel to *Ultima VII* (well, actually it's the sequel to *Underworld 2* but I'll come to that in a minute) and it's more of a medieval *Coronation Street* than a fantasy role-playing game. Every character – and believe me, there are a lot of them – has his or her own detailed history, complex characteristics and personal goals and woe betide anyone who tries to fathom them all out. If you were wondering what had happened to all the scriptwriters for *Dallas*, Origin appears to have employed them.



What want to know if who build these giant structures in space? And where do they put the skip

Sequel shenanigans

But of course, this is a good thing as it creates such an air of believability you could almost think that what was on the monitor was reality and what is all around you is just a game (you know, sometimes I think I play these things too much). It has to be said though, *Ultima VII Part 2* is one of the most realistic games since... well, *Ultima VII Part 1*. But why 'Part 2', you ask? Why not just *Ultima VIII*? The answer is a simple one, it would have been far too easy. Remember, these are the people that spun

The Worlds of Ultima series off midway between *Ultimas VI* and *VII*, then threw the *Underworld* series somewhere into the middle of that and still managed to tie the whole shebang into one continuous storyline. So why not suddenly introduce a mini-sequel between official sequels? Seems an obvious thing to do really.

The official reason as to why this is a 'Part 2' game and not a roman numeral game is that it doesn't really introduce any new technology to the series. *Serpent Isle* takes the *Ultima VII* engine and just modifies it to make things run a little more smoothly than before.

Whether this is in response to the criticisms levelled at the programming of number *VII* is unknown, but the fact that part of *Serpent Isle*'s story revolves around teleportation storms that carry objects from

As any good traveller will tell you, giant turtles are the only way to cross the high seas.



Serpent Isle REVIEW



When magic starts to fly, Serpent Isle comes into its own. The graphic depiction of magic is superb, whether it be a simple cure poison spell or a powerful fire blast.

IN PERSPECTIVE

Not dissimilar in style to *Ultima VII* but much better in atmosphere. Still miles ahead of all the other top-down RPGs.

Serpent Isle

Underworld II

Ultima VII

one place to another at will, and one of the main complaints about the previous game was that objects suddenly disappeared and appeared because of a programming bug, can't be just mere coincidence. Smacks of heavy irony by an Origin staff with tongues planted firmly in cheeks to me.

Still, it doesn't matter because whatever the faults of *Ultima VII* may have been, they don't exist here. *Serpent Isle* is without a doubt one of the best RPGs of this year (and I don't include all those first-person games like *Underworld* in this category). The exciting overall storyline coupled with the complex subplots all thread together to make a game that is, in my mind, closer to the myriad of high-class fantasy novels around than anything I've ever played.

Suspenseful storylines

Midway through the game I had managed to become involved in at least seven separate plots all going at once, and several more that were now behind me. There were the three reasons I was actually at Serpent Isle – the rescue of one of my companions' wife, the capture of the escaped prisoner Batlin from *Ultima VII* and the small business of saving the world as Lord British knows it from the Guardian's evil intent.

'Mid way through the game I had become involved in at least seven separate plots all going at once.'

There were the sub-plots that went on in each town I visited – Monitor with its goblin invasion and the mysterious traitor selling them out, Fawn with its story of true love between a beautiful woman and her servant, shunned because of his ugly fizzog, still with Fawn and the capture of the

nearby watch-tower by vicious goblin hordes, the magic-based town of Moonshade with its political back-biting and the amorous mages who are constantly in and out of each other's beds, the kidnap and subsequent rescue of one of my companions by a sorceress with evil intent towards me and

finally the mystery of the Mad Mage and his disgusting experiments (I won't reveal the details, they're way too gross).

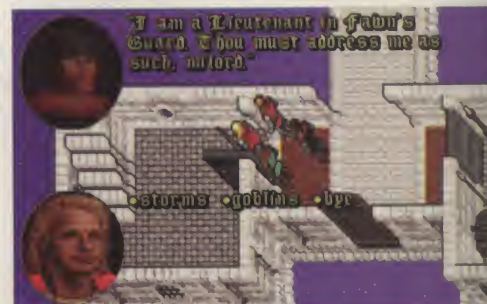
Add to that the sub-sub-plots of the teleportation storms, the strange blonde woman who wants you to go on a treasure hunt, the warrior's test, the pursuit of your original belongings that mysteriously became replaced with junk at the start of the game, the... well I could go on all day (and it looks like I probably have). Suffice to say, if this were a film it would go on for days, if it were a book it would have five volumes and if it were a computer game it would take up over 20Mb on your hard drive. Which, funnily enough, it does.



Unique to the *Ultima* series are the 'dynamic inventory windows'. Simply put, when you put an object in the inventory it will appear as it would in real life. The characters will hold swords, wear armour, carry backpacks on their backs etc. Containers can also be opened up as separate windows in order to examine their belongings.



Now these are the kind of bad guys I like. They're weak, they're tied to a post and they're not real. Yeah, lemme at 'em!



Thanks to a lack of television, the art of conversation on Serpent Isle is not dead. Say the wrong thing to some people though and you may well be.



Not all the action takes place above ground. Caves can be home for anything from a rat to a giant cyclops, although how he managed to get inside is beyond me.



Who says ships can only travel on water? Find a magic portal and you can take them anywhere.

It's Bet
Lynch! It's
Bet Lynch! I
told you
this was
Coronation
Street!



PC ZONE specs

Minimum Memory: 565K + 1Mb

Minimum Processor: 386SX

Minimum Speed: 16MHz

Installation: Essential

Minimum Hard Disk: 23Mb

Minimum Graphics: VGA

Soundcards: Sound Blaster, Sound Blaster Pro, Ad-Lib, Roland MT32/LAPC1

Controls: Keyboard, Mouse

Comments: Be prepared to put in a little work when it comes to setting up memory conditions. The boot disk creation feature supplied did little more than format a blank disk and copy the COMMAND.COM file across.

Awful accessing

There is only one area in which to really fault *Serpent Isle* and it's purely a technical one. The amount of disk accessing that goes on throughout play is horrendous. I was playing this on a 486DX, a fast one too, and there was still a vast amount of hard disk accessing whenever I did anything. From walking and talking to saving the game (hang on?), I'd push the mouse button and the disk would whirr. It didn't affect the game too much for me, but I can see slower machines suffering quite badly. The resultant jerkiness serves only to damage the atmosphere and weaken the overall enjoyment of the game. And heaven help anyone who has a noisy hard disk! Thankfully mine purrs like a timid kitten, but anyone who owns a drive that makes more noise than a souped-up Harley Davidson will soon be reaching for the ear plugs.

The only other problems with the game lie in what could have been as opposed to what is. I'd like to have seen the odd change of perspective every now and then, maybe a small animation when a particularly important event happens. Oh, and please, an end to these damned annoying runes that crop up everywhere. Follow me in a bit of logic here.

Whenever you look at a signpost or a door plaque you are shown the runic symbols that are inscribed. What follows next is an annoying session of digging out the rule book, slowly translating each rune into its English equivalent and then carrying on with the game. If people are going to find out what it means eventually anyway, why encode it in the first place? There's already a copy protection routine early on in the game, so why make things just more difficult? It may add to atmosphere for die-hard role-players, but for the rest of us it's just very, very tiresome. Apart from that, *Serpent Isle* has all its lumps in the right places. It's gripping, it's certainly big enough to last most adventurers well into the late Spring months and the control system is so friendly it actually shakes your hand before you start playing (almost). You remember what I was saying earlier on, you know about 'the good old days' and all that? Well I was being sarcastic. If this is what the likes of today's games can offer, as far as I'm concerned the good old days can remain that way. ☐



A TOURIST'S GUIDE TO SERPENT ISLE

So you're thinking of going on holiday this year? Then why not sample the true splendour that is Serpent Isle? Soak in the wonderful atmosphere of the lethal fumes at the Swamp of Goriab. Or why not marvel at the dangerous and unpredictable teleportation storms as they magically transport all your travellers cheques to the depths of the dark and sinister Spinebreaker Mountains?



MONITOR

Description: Monitor is the culmination of the two towns of Monitor back in Britannia. The population is made solely of three warrior-clans – the Bears, the Wolves and the Leopards – each of whom theoretically spend a year in turn ruling the town and the surrounding provinces, but whonormally just spend a year singing 'We're best, we're best, you're not, you're not.' to each other.

Local Customs: The Rumble – Every night representatives from each clan populate the local taverns, imbibe a sacred number of 'ales' and chant their war cries to each other. This then leads to demonstrations of combat prowess.

Population: Rowdy.

Local Facilities: Armoury, weapon school, combat field, funeral parlour.



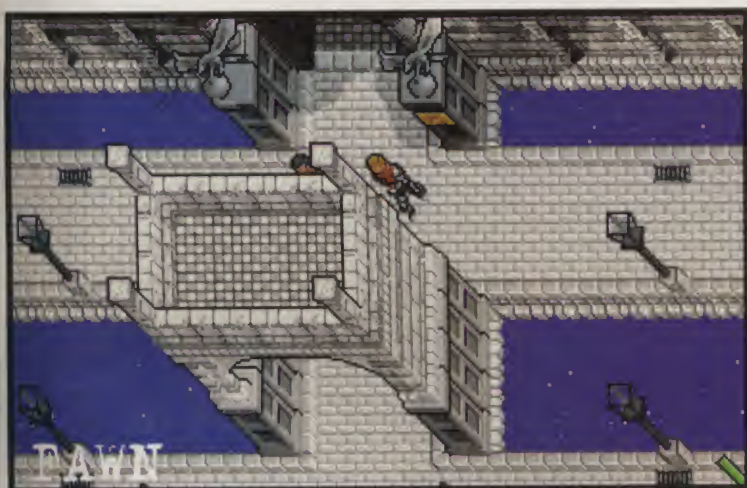
PC ZONE score

Origin's flair for
storytelling and
atmosphere creating
pays off once again.

89

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Serpent Isle REVIEW



FAWN

Description: A town where beauty is the most valued possession of all. It's not so much who you are that counts, more what you look like. Dress codes aren't just restricted to restaurants in Fawn, they are enforced everywhere. Many's the visiting tourist that has been arrested by Fawn's Fashion Police for 'shoes that don't go with those pants'.

Local Customs: Posing, strutting and the annual combined beauty contest and general election where the winner gets to rule for a year.

Population: Glamorous.

Local Facilities: 'Ugly camps' located on the outskirts of Fawn, just outside the town gates.

MOONSHADE

Description: A town of magic and art. Ruled by the Council of Mages (overseen by a single Mage Lord), Moonshade is the political centre of Serpent Isle. Although the people often come across as high-brow and aloof, they seem to like nothing better than vast amounts of petty squabbling, political scheming and sleeping with everyone else in town.

Local Customs: Power games, ridiculing the lower classes and visiting the beautiful people of Fawn on biology field trips.

Population: Guardian readers.

Local Facilities: Alchemist's providing all sorts of Protection potions.

SLEEPING BULL

Description: More of a tiny village than a town, Sleeping Bull's main reason d'être is the Sleeping Bull Inn. Handy for travellers between the 'big three' towns, the inn is a colourful place populated by bards, old sailors and the village idiot.

Local Customs: Over-charging ale prices for tourists, watering down the beer (again for tourists only) and employing barmaids with dresses too small for their chests.

Population: In-bred.

Local Facilities: An out-house. However it's still to be completed.

MONK ISLE

Description: Home to followers of Xenka, an ancient woman imbued with the power of prophecy. The monks of Monk Isle are a mysterious people who have the unnerving ability to know everything about you before you tell them anything at all.

Local Customs: Fishing the bodies of fellow monks from the nearby swamp after they'd taken vows of silence and therefore couldn't call for help as they got sucked under the mire. Acting like Donald Pleasance.

Population: Celibate (and therefore diminishing)

Local Facilities: Organic vegetable gardens, sacrificial altar (to which there is restricted access).

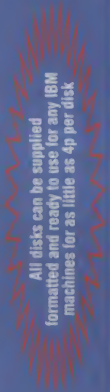
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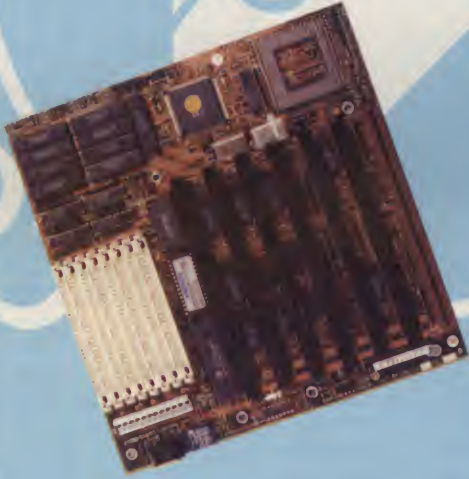
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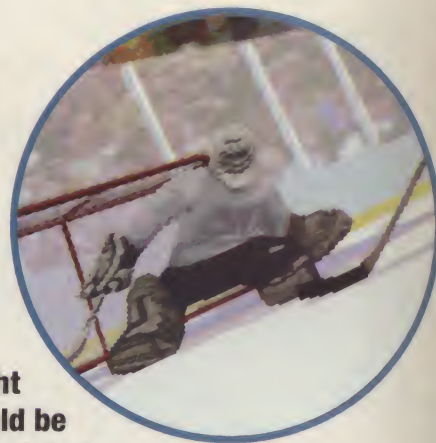
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Wayne Gretzky Hockey 3



We thought it would be appropriate to have an ice-hockey game reviewed by a large and unpleasant thug with serious personality disorders. We were spoilt for choice with our reviewers, but eventually gave it to Patrick McCarthy.



(Above) The view from above, evidence that ice-hockey pitches were designed by primitive life forms attempting to communicate with aliens. (Below) The three-quarters view, evidence that ice-hockey is played by the biologically challenged.



WAYNE GRETZKY IS TO ICE-HOCKEY what Joe Montana is to American football, Michael Jordan is to basketball and Andrew Ridgely is to motor-racing. He's been so good for so long that his nickname is...

er... Mr Gretzky, or something - I can't actually remember. It's very respectful, though. Certainly nothing like Wayno, or Big Nose, or anything like that. This is the third game in the series bearing his name - which probably accounts for the 3 in the title. (Call it a hunch.) As I remember it, neither of the first two were particularly good. The gameplay was nothing to write home about and it wasn't exactly given instant appeal by its tiny graphics.

This latest version has attempted to remedy this and boasts two different views to play with. You can't switch between them mid-game, so if you pick the wrong one you're stuck with it: the first is the 'good old' top-down view that fans of the original (if there are any) will recognise; the second is what they like to call a 'three-quarter' view that's very reminiscent of Electronic Arts' wonderful Megadrive ice-hockey games. The new view is so much of an improvement that I'm not really sure why they've kept the old view. But then they've also kept all the old keyboard commands, even though there's a new graphical point-and-click interface which is much easier to use. Perhaps they're just trying to cater for nostalgia freaks.

There are four levels of difficulty, ranging from the relatively easy-to-bully High School to the satisfyingly burly Professional level. Within these levels there are further options to play three different types of game - practice games (which only use three-a-side teams) one-off games and playoff games. The only difference between the last two is that playoff games have extra time in the

'There's a danger if you're crap that you could just get by-passed by the play all the time.'



CONTROL YOURSELF, MAN

The game can be controlled by keyboard, mouse or joystick, but the latter two also require additional keyboard input. Pressing D, for example, selects the player nearest the puck or the player in possession if your team has it. There are other commands that can be activated during play, including S to make your players always face the puck, which prompts lots of fancy backward skating, without the badly-bruised buttocks this behaviour would ensure down at your local rink.

Joystick control is the best option for skating, but this D-key nonsense makes it a complete nightmare to select the player nearest the puck. Why they can't just allocate a joystick or mouse button to do this like every other game in the world, I don't know. But that's probably why I don't earn millions as a game designer.

Keyboard control is okay, but not ideal, and mouse control is idiosyncratic. A cursor appears on-screen and your player skates towards it. The further away from him you put it – up to a maximum of about a third of the screen – the faster he will skate. It says in the manual that ideally you should keep the cursor and your player on-screen at the same time, which is easier said than done, what with everything scrolling about as it will insist on doing. It's a little easier on the top-down view than it is on the three-quarter view.



Devils Roster Print Exit

#	Name	Pos	S/C	Agg	chk	Pwr	Frq	Inj	Pen	Shr	Est	PK	chk	Shr	Total
25	Valeri Zolotarev	LW	L	L	L	L	L	L	L	L	L	L	L	L	126
26	Travis Chabot	LW	L	L	L	L	L	L	L	L	L	L	L	L	126
27	David Legwand	LW	L	L	L	L	L	L	L	L	L	L	L	L	126
28	Stephane Richer	LW	L	L	L	L	L	L	L	L	L	L	L	L	126
29	Dany St-Onge	LW	L	L	L	L	L	L	L	L	L	L	L	L	126
30	Scott Stevens	D	L	L	L	L	L	L	L	L	L	L	L	L	126
31	Michael Smith	D	L	L	L	L	L	L	L	L	L	L	L	L	126
32	Yves Deshaies	D	L	L	L	L	L	L	L	L	L	L	L	L	126
33	Eric Deshaies	D	L	L	L	L	L	L	L	L	L	L	L	L	126
34	Chris Pronger	D	L	L	L	L	L	L	L	L	L	L	L	L	126
35	Chris Pronger	D	L	L	L	L	L	L	L	L	L	L	L	L	126
36	Chris Pronger	D	L	L	L	L	L	L	L	L	L	L	L	L	126
37	Chris Pronger	D	L	L	L	L	L	L	L	L	L	L	L	L	126
38	Chris Pronger	D	L	L	L	L	L	L	L	L	L	L	L	L	126
39	Chris Pronger	D	L	L	L	L	L	L	L	L	L	L	L	L	126
40	Chris Pronger	D	L	L	L	L	L	L	L	L	L	L	L	L	126

Sort By: **Name** **Number** **Position** **Total**

Spook fact: if you rearrange the highlighted letters they spell out, in Greek, the hometown of President Kennedy's assassin. Probably.

stats. There may be those among you who think that this is a rip-off. I couldn't possibly comment.

Anyway, other options available to you include a variable game-speed setting that can be changed mid-game; variable period-length and in-depth facilities to edit, save and generally toy with the teams, their offensive and defensive plays and their outfits. Every current NHL team is represented, along with one or two made-up ones.

Graphically it's pretty good. There are obvious things like digitised film footage of real life ice-hockey action, which are all very impressive but do nothing for the way a game plays and don't impress us one bit, oh no. (What was all that

result of a tied game: Wayne Gretzky Hockey doesn't have a playoff or season option in itself, although if you can find, and afford to cough up the dosh for, *Hockey League Simulator* by the same company, you can create leagues that play WGH games and load them into HILS as results and

squealing while you were playing it, then? Ed.) Er... I was road-testing some surgical supports for a friend. Anyway, there are nice little graphical touches like players' skates leaving trails on the ice after sharp turns, sudden stops and intricate dance-steps. (These marks get polished away by a little van between periods.) The animation is detailed too, with lots of little leg-kicking and body-weaving movements to depict skating; there's arm-pulling and tugging at appropriate moments and puffs of ice getting kicked up from frantic skates. Everything scrolls quite smoothly, too. The sound is adequate with a soundcard, without being outstanding, but there are nice touches here too. An announcer tells you when you're into the final minute of a period, and tells you the numbers of the scorers and those credited with assists after a goal.

The variable skill-levels help to get into the game and provide a useful learning mode, but overall it doesn't blow your socks off the first time you play it, and the lack of a season mode limits its long-term appeal. The 'select the player nearest the puck' feature is idiosyncratic and a pain in the bum, and without using it you only get half the fun, and are virtually reduced to a role-playing version of the sport. In addition, there's a danger that if you're crap you could just get by-passed by the play all the time.

If there are ice-hockey fans out there who have been waiting for a decent simulation of the sport, this is pretty good, as far as it goes. Nonetheless, I can't help wondering why such wonderful ice-hockey games can be produced so well on the Megadrive, and yet not on the technically-superior PC. **Z**

PC ZONE
specs

Minimum Memory: 585K

Minimum Processor: 286

(386 recommended)

Minimum Speed: 16MHz

Installation: Essential

Minimum Hard Disk: 9Mb

Minimum Graphics: VGA/MCGA

Sound Cards: Sound Blaster, Sound
Blaster Pro, Ad-Lib, Roland MT32,
SC55, SSC1

Controls: Keyboard, Mouse, Joystick

THE LOCKER ROOM

The locker room is the place to go to choose the type of game you want, exercise some control over your chosen team or simply oggle at big hunky men with broken noses and stubble.

① **STARTING GOALIE/TEAM NAME/COACH'S NAME** Click here to edit the names of the team and coach, and to select a different goalie.

② **PLAY/AUTOPLAY** Choose to play the game yourself or (yawn) just watch.

③ **COACH/AUTO COACH** Make tricky tactical decisions yourself or allow the computer to worry, get grey hair and suffer a heart-attack.

④ **CONTROL METHOD** Choose from one of three.

⑤ **LEVEL OF DIFFICULTY** Useful for handicapping two-player games and making life against the computer just a little easier.

⑥ **TELEVISION AND TAPE FILES** Click on this to view those memorable displays of skill and daring you've saved previously - like the time your slapshot shattered that old lady's teeth in the crowd.

⑦ **UPPER PAPER ON BOARD** This is your 'line editor.' Ice-hockey's knacker and people come on and off the ice all the time, and in different combinations of thugs and nonces according to the situation. This is where you decide upon the combinations according to the players available on your roster...

⑧ **LOWER PAPER ON BOARD...** and this is where you edit your roster, making up silly names for all your players and giving them outlandish ratings in every category.

⑨ **COACH'S CLIPBOARD** Click on this to control the general behaviour and playing patterns of your team, including whether they prefer to pass the puck a lot, go for goal themselves or just stand in the corners chatting about male toiletries.

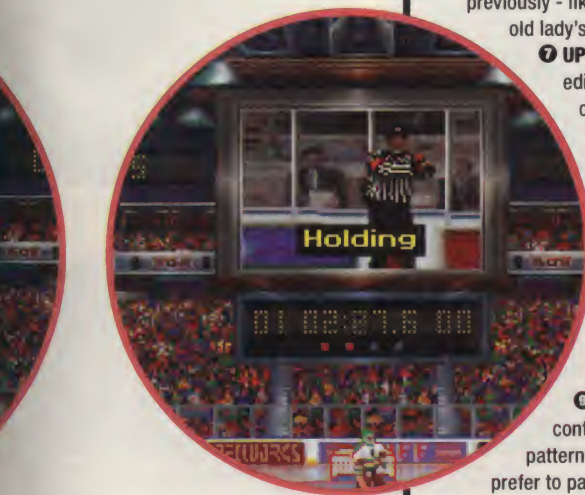
⑩ **CHALKBOARD** This is the 'play' editor. Given that ice-hockey is about as free-flowing a game as an American sport gets, plays consist largely of drawing out areas for your players to skate about in until they die.

⑪ **JERSEY Aha.** The best bit of any self-respecting sports game is the 'edit fancy outfits' option. Unfortunately, the two most popular options (make your team look mean by playing in black; make your team look silly by playing in absurd combinations of colours) have already been taken by real teams.



COLOURING-IN

All this action and excitement is all very well, but the meat and drink of any sports game is the team strip-editing facility. There's a fairly good range of hues to combine in a range of exquisite colourways (*Forgive him, he used to work for a mail-order catalogue. Ed.*) and there's nothing to stop you totally ignoring the ice-hockey tradition of the home team wearing white shirts. (Go for pink. You'll never regret it.) Anyway, you can select three different colours for home and away strips, and a separate helmet colour for each if you're feeling particularly creative.

PC ZONE
score

May appeal to buffs, but
has nothing to attract
the casual browser.

69

Price: tba Out: May
Published: Bethesda/US Gold
Telephone: 021 625 3388



The

Character Building

You only get to take one character at a time into the game, so it is important to get the mix of attributes right. There is a choice of eight 'pre-rolled' characters, but you can modify any one of these.



Green 'n' slimy.



Translucent terror.



The flying mouth.

Front Page

Ms. Charlotte Kane

Re-Design

ATTRIBUTE POINTS

STRENGTH

- Brawling
- Club
- Force
- Lift

DEXTERITY

- Blade
- Dodge
- Firearms
- Throw

WILLPOWER

-

KNOWLEDGE

- Electronics
- First Aid
- Meditation
- Mechanics

STAMINA

-

HEALTH

-


SKILL & SPELL POINTS

Crimson Mists of Myamoto

The power of the Crimson Mists serves to protect its caster. While the mists swirl and fluctuate physical harm is reduced.


MAGIC

Previous

Accept Character

Cancel

Next

Legacy

Lovecraft's had his introduction to computer games, now it's the turn of Poe. **Laurence Scottford** steels himself to enter the requisite creepy old mansion and discover whether horror and RPGs really do mix.

CREATURE FEATURE

Here are just some of the creatures you might meet in the course of your exploration. (The names are mine.)



Woof dog - not so cute.



The brat.



Potential handbag.

HORROR IS NOT A GENRE that is new to computer games. There have been notable attempts to create horror games in the past, even on the graphically limited 2-bit machines that were around in the early '80s. Can you remember for example, the computer game of James Herbert's classic novel, *The Rats*, in which the deadly creatures of the title would appear to burst through the screen at you. The effect only worked the first couple of times you saw it, but it did demonstrate that creating an atmosphere is ultimately more important than having realistic graphics and sound.

Recently there has been a resurgence of interest in horror, probably inspired by the superior graphics and sound capabilities of the latest generation of 16-bit machines, especially top-end PCs. Of course Horrorsoft has specialised in this genre but it has been more concerned with creating the computer equivalent of many modern horror films in which the emphasis is more on gore than narrative and suspense. The latest Horrorsoft opus, *Waxworks*, takes this trend to extremes, and it is mainly an exercise in stomach-turning. The graphic images of dismembered corpses will appeal to those with a perverse taste for that sort of thing, but won't do much for players looking for a less visceral scare.

Back to gothic values

While Horrorsoft goes for the Steven King/Wes Craven approach, other companies, most notably Infogrames, have chosen to draw on the writings of the gothic horror specialists. Infogrames' first attempt at a Lovecraft inspired game was *Alone in the Dark*, which is arguably one of the very best 3D action adventures to date. *Shadow of the Comet*, the official Cthulu game from the same company (reviewed in Issue 2), uses a more traditional graphic adventure format, which doesn't offer the same adrenalin rush thrills, but still manages to

convey the appalling sense of horror that builds slowly through the course of Lovecraft's works.

MicroProse has also chosen to look at the works of the gothic horror writers, this time picking on Poe as a source of inspiration. It has also chosen to develop a role-playing game rather than a graphic adventure. So fans of Poe who play RPGs are theoretically in for a treat... or are they?

From Poe or not from Poe?

If you've ever read Poe you'll be aware that much of his work is concerned with the inner horror of the human psyche rather than any palpable source. His best known works are full of nightmarish visions and protagonists who tread, and often fall from, the thin line between sanity and madness. Many of the situations he conjours are set in surroundings which at first appear to be normal but soon turn out to harbour strange goings-on, or weird shifts from reality to surreal, nightmare worlds.

None of this is particularly evident in *The Legacy* and fans of Poe are going to be very disappointed. The manual makes, by way of a short piece of fiction, some reference to Poe's later work, especially *The Fall of the House of Usher*. The extract in question however, is not even written by Poe. Since Poe's work is no longer subject to copyright restrictions, I am confused as to why MicroProse had to fabricate a piece of writing rather than quoting from a genuine piece of Poe. ☹



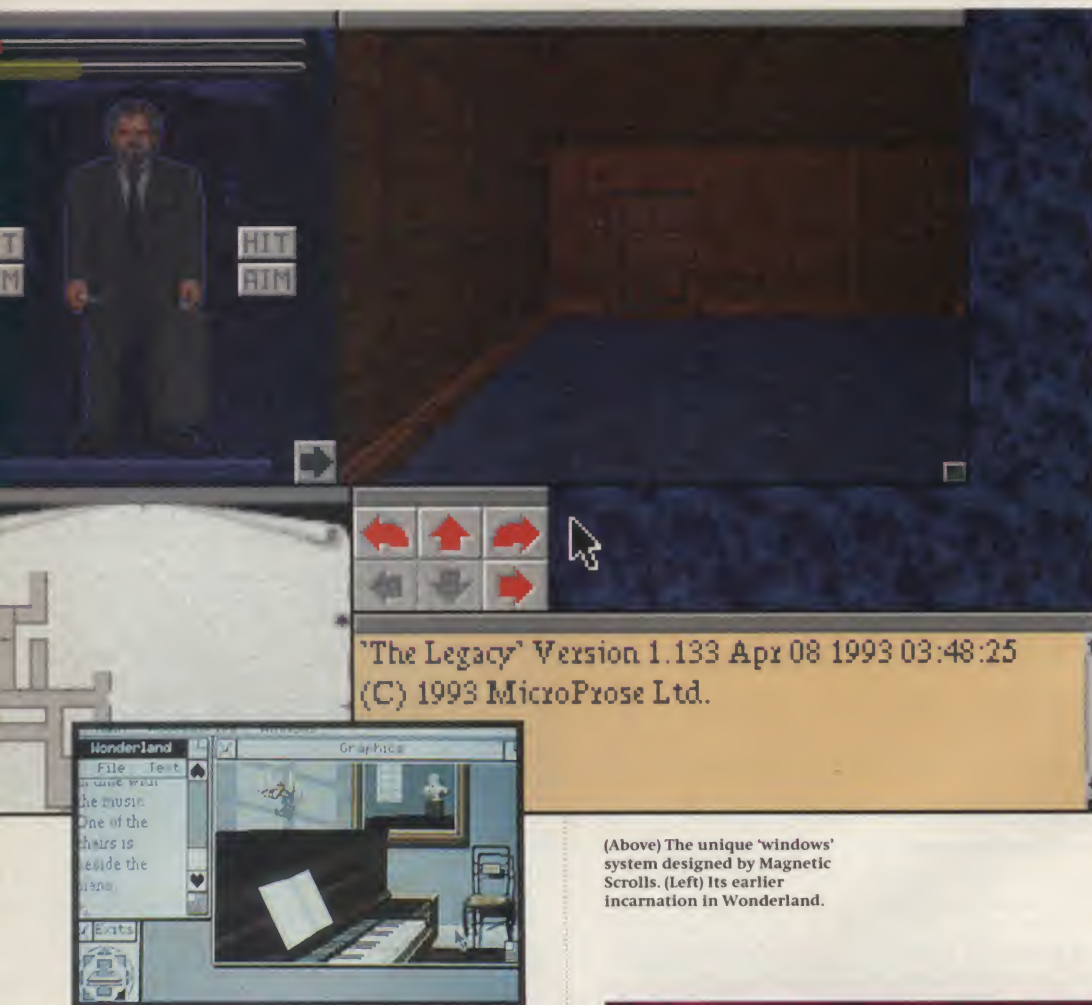
The smooth intro shows your car rolling up to the front of the house with a classic 'horror movie thunderstorm' providing the lighting effects. Shame the atmosphere ends once you're through the front door.

Some rooms have more detailed graphics and in these you are treated to little animated sequences. It's a nice idea, but somewhat incongruous given the paucity of the majority of the other locations.



FRIGHT

An unusual feature of *The Legacy* is the fright factor. As your character encounters scary situations he or she becomes frightened and you can lose control temporarily. At least I think it's fright, or is that mouth opening in a huge yawn?



(Above) The unique 'windows' system designed by Magnetic Scrolls. (Left) Its earlier incarnation in *Wonderland*.

A GAME FOR WINDOWS

The *Legacy* has been designed to run in a specially written windowing system. This means that each element of the game has its own window, some of which are resizeable, and all of which can be moved about. This does mean that the appearance of the screen can, to some extent be customised, so you can arrange the elements in a way that suits you best and then save that layout. You can even have several different layouts if you wish. Players who are familiar with the Magnetic Scroll's game, *Wonderland*, will recognise the pedigree.

IN PERSPECTIVE

While *Alone in the Dark* is a different kind of game it does demonstrate that it is possible to generate real atmosphere in computer games. *Ultima Underworld II* is a superb example of first class integration of a good engine with a well written plot.

Alone In The Dark

The Legacy

Ultima Underworld II

Lovecraft in disguise

As you explore the house however, you will notice two very odd phenomena. Firstly it is peopled by strange and nightmarish creatures, from zombies and ghosts to monkey-like creatures that crawl crablike along the floor. Secondly, the clues that accumulate throughout the game make references to the shadowy past of the house, the connection of the family with bizarre rites and witchcraft, a gateway to a parallel world and the imminent arrival of god-like beings, an event which the hero must prevent.

I should have mentioned enough by now to have fans of Lovecraft's work sitting up and saying 'hang on a second, this isn't Poe, it's Lovecraft'. Now, if I was going to be cynical I might suggest that MicroProse had originally intended the game to be based on Lovecraft but had changed its mind at the eleventh hour following the emergence of the two Infogrames' games. But, at the end of the day, what's important is how the game plays, so let's move on and say no more...

A house of ill-repute

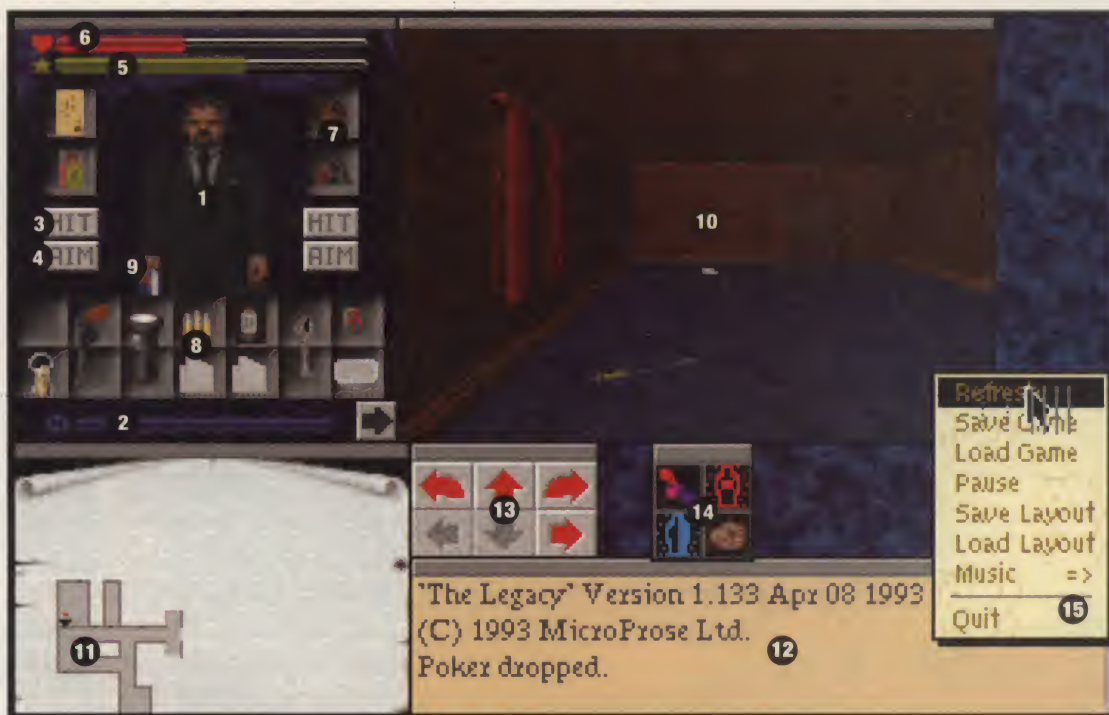
The Legacy is set in modern day New England. You have inherited an old family mansion. Unbeknown to you, both your family and the house you have inherited have a strange past. On entering your new home the door slams shut behind you and will not open again. Your objective now is to explore the house, discover its secret, and find a way of banishing the evil beings that it harbours.

This being a role-playing game you must begin by selecting a character. In this case you have eight characters to choose from, four male and four female, each of which has different characteristics. Some, for instance, have physical strength but lack magical skill, while others are skilled in magic but physically weak. All the characters improve their skills and abilities during the course of the game.

My first impression of the house was that the objects to be discovered seem to be just lying around on the floor, and there is no apparent reason for them to be there. Okay, so finding a gun lying on the carpet in the middle of a room, or a torch abandoned in the middle of a corridor is pretty much standard fare in role-playing games - at least it was in the good old days of *Dungeon Master*, but things have moved on since then. Wouldn't the game be more enjoyable if useful objects were hidden away in logical places? If you had to find an armoury to gain access to a weapon, or search through dusty closets for a torch, then the game would have twice as much atmosphere as it actually does.

Another oddity is that there seems to be no particular logic behind the layout of the house. The rooms are all large and pretty much of a muchness,

- ① Character window
- ② Accuracy bar
- ③ Hit box
- ④ Aim box
- ⑤ Magic bar
- ⑥ Health bar
- ⑦ Pockets
- ⑧ Inventory
- ⑨ Carried Items
- ⑩ 3D view window
- ⑪ Map window
- ⑫ Info window
- ⑬ Movement window
- ⑭ Spell window
- ⑮ Menu



and while the 'look' of the locations changes every now and then, all of the furnishings within a particular area are the same. Whoever designed the house evidently felt the need for many non-descript sitting and drawing rooms and very little else. As you move from one room to another you lose all sense of being in an ancient and mysterious mansion. Had the layout of the house been given a little more thought and not been so haphazard, the player, again, would become more involved and the game as a whole become more atmospheric.

Fight the good fight

Since the entire house is swarming with strange creatures, you will not get far without engaging in a spot of fisticuffs or spell casting. The crude approach is to stand in front of creatures and thump, shoot or slash them repeatedly until they dissolve away in a hellish red mist. The only problem with this method is that you will die very quickly. The aim of the game seems to be to run like hell until you figure out the best way of doing away with the different creatures while sustaining minimal damage to yourself.

There are 19 spells to be acquired during the course of the game ranging from the good old fireball, through protective auras, to healing spells and magic swords. Casting these is simply a matter of adding them to your spell book as you find them and then clicking on the appropriate icon. The only difficulty with this is that you need to be holding your spell book in your hand at the time. Hmm, no problem there you think, but, if you're playing the game properly you'll generally have a

'As you move from one room to another you lose all sense of being in an ancient and mysterious mansion.'

weapon in one hand and a case in the other. Since swapping objects around takes vital seconds you'll generally have to decide whether you want to walk around with a weapon or your spell book to hand. There will inevitably be occasions when neither is entirely appropriate.

Not every character you meet is meant for destruction, there are human characters wandering around with whom you can converse with. A dialogue box opens when you approach these characters and you are offered a fixed selection of phrases to say. I had trouble getting the dialogue box to appear, but this may have been due to a last minute bug which will be fixed in the finally released version.

Curious and curiouser

The Legacy is a curious product. It has some very good ideas and the potential to develop into something excellent. I would look forward to a second game using this system if I thought that the script had been given as much thought as the mechanics have had. But what we have here is like a movie which has used all the tricks of the trade, added some more of its own, has gorgeous special effects but is let down by a lousy screenplay.

A few basic design faults have resulted in a rather lacklustre game which doesn't manage to attain the heights achieved by other recent RPGs, and which lacks the atmosphere of the likes of *Alone in the Dark*. A disappointment, but there's definitely potential for a second game. **FZ**

The effect of most of the spells becomes fairly obvious after successful casting. *Flames of Desolation* for example, sends a lovely hot fireball screaming towards an aggressor.

PC ZONE specs

Minimum Memory: 2Mb

Minimum Processor: 386

Minimum Speed: 16MHz

Installation: Essential

Minimum Hard Disk: 21Mb

Minimum Graphics: VGA

Sound Cards: Sound Blaster, Ad-Lib, Roland

Controls: Keyboard, Mouse

PC ZONE score

A brave attempt to create a gothic role-playing game which doesn't quite gel.

60

Price: £44.99 Out: Now

Publisher: MicroProse

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Cry Wolf

You've read about it on page 101 now you too can be the proud owner of the full, pukka, registered version of *Wolfenstein 3D*! All six episodes, each with at least nine levels. Hours of innocent amusement and carnage. Thanks to those fun loving people at PSP we have fifty copies to give away.



A If you have to do is answer these pathetically easy questions. Fill in the form and send it to:

Cry Wolf, PC Zone,
19 Bolsover Street,
London W1P 7HJ

1 In the game, *Wolfenstein* is:

- a) the castle
- b) the hero
- c) the dog

2 *Wolfenstein* is written by which programming team?

- a) ego
- b) id
- c) pysche

3 'Shareware' means a program is:

- a) free
- b) free for a limited evaluation period
- c) crap

4 What is the hero in *Wolfenstein* called

- a) William 'B.J.' Blazkowicz
- b) William 'L.B.J.' Blazkowicz
- c) Harold Nicholson

5 *Wolfenstein* is supplied on one 'HD' disk. What does HD stand for?

- a) Hard Drive
- b) High Density
- c) Happy Dentistry



Wolfenstein Competition

Answers

1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐

Name

Address

Postcode

Tel

Rules

1. Employees of Dennis Publishing Ltd, PSP, Apogee or ID caught entering this competition will be confined to level two.
2. Entries received after 31 May will be eaten.
3. The editors decision is final, irrevocable and cast in stone for the wonder of future generations.

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UNLIMITED ADVENTURES

Given the choice between continuous fighting and ultimate power, **Paul Presley** is more than willing to swap his dashing adventuring armour for a Dungeon Master's anorak and note pad.

BEFORE I BEGIN this review I would ask you all to join me in a toast. Would you all please stand and raise your glasses to the end of an era of computer games. It looks like the 'Gold Box' AD&D adventure has finally been laid to rest and I would like to wish it a happy and peaceful trip to the great Dungeon Master in the sky.

How can I be so certain that there will be no more (deep breath) *Forgotten Realms Fantasy Role-Playing Epics*, Vol. IVs or *Dragonlance Fantasy Role-Playing* etcetera etceteras? It's quite simply that SSI have seen fit to provide us

with the necessary means to create our own long-titled game-ettes while they get on with more '90s-looking products. Yep, with *Unlimited Adventures - The Fantasy Construction Kit*, you can now own what is essentially an SSI DIY AD&D RPG, full of ACS, HPS, NPCs, HDTS and EXPS, all for an RRP of £37.99 + VAT (tee hee!).

Oh, brother

My trouble is that whenever I'm given a construction kit, my mind starts racing with all sorts of wonderful ideas. Unfortunately I can never be bothered to sit down for long periods and turn them into reality so they usually end up looking like my pub crawl scenario detailed elsewhere on these pages.

But, a lack of dedication (and talent) aside, I did find *Unlimited Adventures* remarkably easy to use and could get it to do what I wanted it to with a minimum of fuss. Of course the manual's tutorials could have been a lot more helpful, as most of the time I just ended up throwing the 122 page book behind the sofa and found myself ploughing through the menus alone. Loading the pre-designed adventure - *The Heirs to Skull Crag* - into the editing side of the program was therefore a great boon, as it proved to be the easiest way to

learn how it all worked (although I have to admit, the only reason I did that at all was in order to make it easy enough for me to complete it - yes I'm sad, I know).

Despite that, there are areas where the whole product looks rushed. Some of the artwork for instance, is particularly awful and despite its claim that it is fully keyboard compatible, there are some menus that you just cannot operate without a mouse. These are small points I know, but they both managed to get me severely annoyed whilst using the thing.

It all has a pretty strange atmosphere about it. It's as if SSI wanted to end the

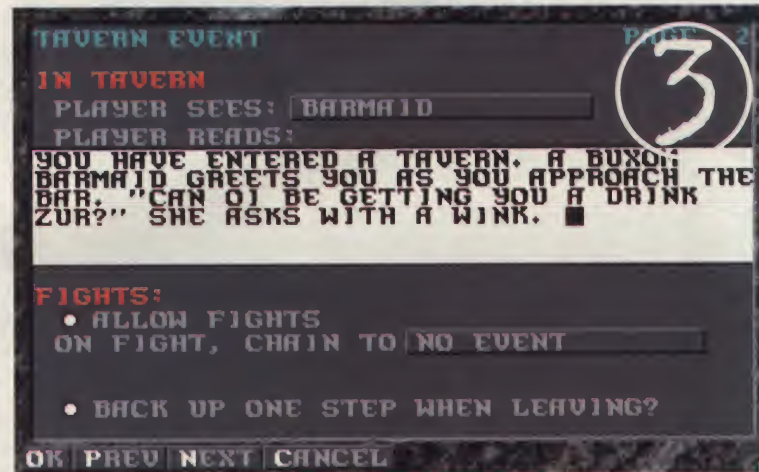
series with something special, but at the same time just wanted to get it over and done with so they could get on with something more serious.

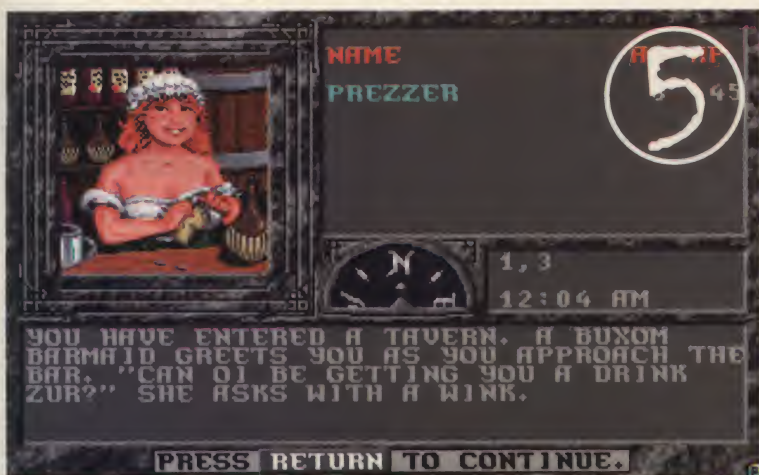
Yesterday's games

That's really all there is to it. *Unlimited Adventures* has all the power to create the very best of the AD&D games and then some. In creative hands (i.e. anyone's other than mine) some truly playable adventures can emerge. The trouble is they would always have that dated look about them. Of course the control system, despite its age, is still perfectly usable and the fact that you are able to import graphics from elsewhere in pc-land means that you never have to let your mini-masterpieces look really stale, as they would surely do if you were restricted to some of the rather poor looking pictures the kit thoughtfully provides for you.

The question you have to ask yourself is are you so big a fan of the AD&D range that you want to try your hand at creating your own? If the answer is yes and you're happy with games that at heart look and feel like they're straight out of the eighties then hey, go for it. Personally I'd much rather have an *Ultima Fantasy Construction Kit*. No, scratch that. I'd rather just have an *Ultima*. ☑

'Construction kits are only as good as their systems.'





(Above) Just to prove that not all role-playing games have to have lousy graphics we have this rather attractive picture of an old castle. Make the most of the quality though, most of the artwork to be found is very lame, such as this positively EGAEan drunkard.



PREZZER'S EXCELLENT ADVENTURE

① Right. Let's start by picking a location for this epic saga of heroism. Four ready-made backgrounds to choose from. Let's see, I'll have this nice bit of external scenery methinks.

② The next step is to put a building of some sort there. Something to start the adventure off in style. A quick spot of DIY and hey presto, a superb one up, one down, several across just waiting to be filled with whatever I want.

③ And where are all the best adventures to be found? Why in a pub (or Ye Olde Taverne as we role-playing types like to call them) of course. A quick dabble with the encounter menus and it's ready to serve after closing time.

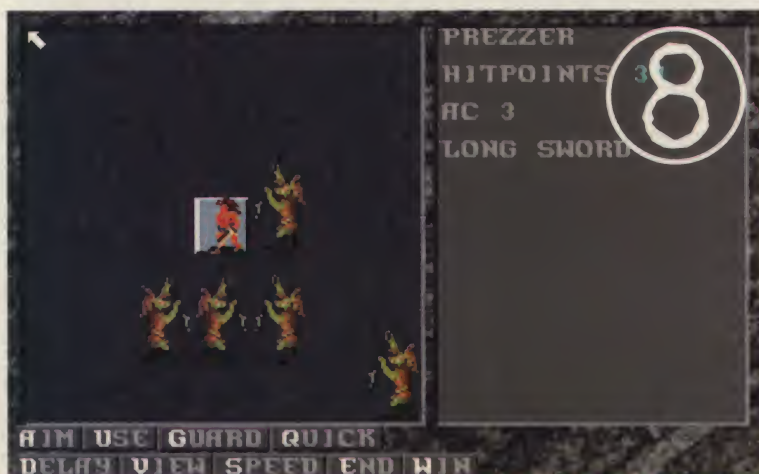
④ Time to create Our Hero™. As with all us role-players I attempt to make him as close to my own personal characteristics as possible. Hence the finely developed torso and the high levels of Strength, Intelligence, Charisma etc. (*Not to mention the lack of clothing and the huge penis extension. Ed.*)

⑤ Testing time and so far so good. The controls work okay. The events happen when they should and all the sexual stereotyping is fully intact. Time for a little action to spice things up.

⑥ First of all we select the type of baddie to go up against. Something that doesn't present too much of a threat and is highly likely to run away screaming the moment I pull out my sword of much blood-letting +7.

⑦ Back to the testing stage and I quickly find myself in the right place at the right time. A nice piece of artwork helps convey all the atmosphere of the mighty ruck that's about to ensue.

⑧ Ah. Perhaps this wasn't such a good idea. Luckily I'm more than just a run-of-the-mill fighter. I'm the Dungeon Master and have the power to go back to the editor (Zzzz...hgmf. Sorry, what? Ed.) and change the rules at will. Yippee.



PC ZONE score

Competent, but not the most essential purchase ever.

59

Price: £37.99 Out: End April
Published: SSI/US Gold
Telephone: 021 625 3366

PC ZONE specs

Minimum Memory: 640K
Minimum Processor: 286
Minimum Speed: 12MHz
Installation: Essential
Minimum Hard Disk: 6Mb
Minimum Graphics: VGA
Sound Cards: Ad-Lib, Roland, Sound Blaster
Controls: Keyboard, Mouse

Bargain Bin



England prepare to lose another early wicket.

World Cricket

I HAVE PLAYED some very odd cricket games on the computer in my time including one which had a streaker (but that was Australian). I don't think I've ever played anything that fails on as many counts as this.

The game allows you to play a tour, consisting of one day games, tour matches (3 days) and full tests. You can select your team and your opponents from any of the current test sides. Having been given a pre-selected squad you can choose your 11. You can even choose whether to call heads or tails. After that you can do the square root of bugger all.

Cricket can be enjoyed as a game of action or a game of tactical skill, *World Cricket* can't be enjoyed as either. It certainly doesn't aim to be an action game since while a match is in progress you simply watch the scoreboard go round. There is a 'show highlights' option but it's so dire you'd be a fool to select it. So presumably it's tactical. Tactical? I've had more tactical input in a game of *Snap*. You can't choose field placings. You can change bowlers but, since it's virtually impossible to tell who's bowling at a particular moment, you can't make any real tactical decisions. Not that it matters, I had Angus Fraser bowl 75 overs without break and without any noticeable effect on his performance. When batting you simply choose the order players go in, you can't even influence their style of play between attack or defence.

Despite a slightly hypnotic appeal *World Cricket* is a complete no hoper. The only fun to be had is listening to the dreadful *Booker T And The MGs* sample which stumbles over the drum 'cow bell' break like an English batsman facing spin. *PL*

Fails to provide either action or strategy.



SCORE

30

specs

Minimum Memory: 640K
Minimum Processor: 8086

Minimum Speed: 8MHz Installation: Optional
Minimum Hard Disk Space: 500k Minimum Graphics: EGA
Sound Cards Supported: Ad-Lib
Controls: Keyboard, Mouse

Price: £7.95 Out: Now Publisher: Zeppelin Telephone: 091 385 7755



Damn, more bloody roadworks.



Why bother with a caption to this when *The Sun* could do it so much better.

International Athletics

REMEMBER THAT POSTER that a thousand not-as-trendy-as they-liked-to-think students used to have on their wall? The one that said 'Why?'. Well now I know what it was referring to: *International Athletics*. As a budget game it's not too bad - though I wouldn't go as far as to say it's good - it's just pointless. There are seven events to complete in both track and field. However they all use basically the same control system. A power meter which controls speed, the level of which is set by holding down the fire button. As the event progresses the power level will drop and need topping up. If you overdo it the level goes over the top and back to zero, slowing you down. So judicious topping-up is the order of the day. (Thanks very much, mine's a Glenlivet.) For field events you need to co-ordinate this with a similar bar which determines the angle of your throw/jump. (If you think that's all a bit unclear then you should try reading the manual.)

So far so not too bad. The control system is at least a refreshing change from the button bashing, joystick waggling that usually characterises this style of game. The problem is that there's no real point to it. You have to qualify in each of the seven events. When you've done that you simply go through them again with slightly harder qualifying times or distances. The





Financially challenged? Well Mark Burgess and Paul Lakin have the sort of overdrafts that would make a South American dictatorship blanch. Who better, then, to take a look at the latest budget software.



Why shot putt not shot chuck?



Hmmm, I'm feeling strangely run-down.

game does have quite a few options (such as wind speed) and the option of up to four human players makes it slightly more interesting, though only two can race at a time. To be honest the most fun we had with this game was before I'd worked out how to play it and kept falling on my chin.

The most unusual feature of *International Athletics* is probably the dope test option which, when switched on, will occasionally result in your player's disqualification with the stern warning 'Winners don't take drugs' which wasn't strictly true since I'd just won the previous two races.

I suppose I got about half an hour's reasonable enjoyment out of *International Athletics* but I'd rather have been sleeping. Oh there was one moment of adrenalin rush. On each of the three PCs I tried it on the game caused the screen to flicker alarmingly between events. PL

Fun as far as it goes, which isn't far.

SCORE

55

specs

Minimum Memory: 640K
Minimum Processor: 8068

Minimum Speed: 8MHz Installation: Yes
Minimum Hard Disk Space: 2.3Mb Minimum Graphics: CGA
Sound Cards Supported: Ad-Lib, Sound Blaster
Controls: Keyboard, Joystick, Mouse.

Price: £9.99 Out: Now Publisher: Zeppelin Telephone: 091 385 7755



You don't get much more platformy than this.

notional conversions of old Amiga or ST games. Games like *Zool* hint of better times ahead, but until they arrive *DJ Puff* is a reminder of what platform games used to be like.

To be fair this is clearly a game aimed at very young children and it's a budget game to boot so there's nothing to be gained by comparing it with games like *Zool*. The Codemasters, who produced this, have made their name in the 8 bit market, specifically the Nintendo console and the good ol' Spectrum. So it should be no surprise that *DJ Puff* looks like an eight bit game, a few bright colours and a hell of a lot of sprite flicker.

Within its own terms the game is perfectly competent. A bog standard platform game where your cute as shite dragon has to work its way round a platformy maze collecting objects and shooting baddies (with the inevitable fruit bonuses to pick up along the way). It's all rather primitive, certainly not the sort of thing you'd use to convince someone that the PC was an excellent games machine but it might help a bored 6 year old while away a wet afternoon. Provided they didn't drink. PL

Okay, but it looks like an 8 bit console game.

Some divers(e) characters (Ho ho) no... oh forget it.



...with the special Easter Island Level - or was it the Mr Potato Head data disk.

SCORE

62

specs

Minimum Memory: 640K
Minimum Processor: 8068

Minimum Speed: 8MHz Installation: Optional
Minimum Hard Disk Space: 180K Minimum Graphics: EGA
Sound Cards Supported: Ad-Lib
Controls: Keyboard, Joystick.

Price: £9.99 Out: Now Publisher: Codemasters Telephone: 0926 814132

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The Greatest

THE GREATEST is a compilation rather than an out and out budget. However since it provides three games for 40 quid it's budget enough for me. I suppose the best approach is to take each game in turn. (You know it makes sense.)



The Dune map. Harvesters and Fremens hard at work.

DUNE

Arrakis, commonly known as Dune, is a harsh and inhospitable planet. But it has melange or spice, and who controls the spice controls The Universe. The mining rights have been given to the House of Atreides by the Emperor and the whole household has decamped to Dune.

You play Paul, scion of the house. In the game you fly between the palace and various sietchs (spice mines) gingering up the workers, rallying supporters, moving troops and prospectors and generally acting like Anika Rice in *The Archers*. The people love you because they see in you the lineaments of a prophet. You don't need to have read the book or seen the film, there is plenty of on-line information.

Dune requires careful planning and long term strategy. The amount of spice must be kept up, exhausted sietchs abandoned and prospectors sent where they are needed. Having made contact with Stilgar, you have the additional responsibility of training and deploying troops. You are not alone. The Fremens help you, as do Gurney Halebek, Thurfir Hawat and (for a time) the glamorous Hareh. Don't forget to talk to your mother. I know you're busy, but she has your interests at heart.

LURE OF THE TEMPTRESS

In this adventure game you are Dermot, a good man imprisoned by the inhuman Skorls. The aim is to get out the prison (using the old 'Hey! Guard! My bed's on fire!' trick) and to rescue the fair Goewin before escaping. On the way you explore the village of Turnvale with its quaint inhabitants and pubs with names like The Magpie Tavern and The Severed Arms. The game is mouse controlled.

You need to take care when looking about as the pointer ignores objects unless it is right above them.

Nor will objects announce themselves – the knife on top of the barrel, for instance, will not slide about if you rock the barrel.

The game suffers, as do many other adventure games, from a moronic and



Intrigue in Dune. And she seemed like such a nice girl.

quickly boring sense of humour. It is, however quite complex and should provide hours of game playing. The manual was written by our own Duncan MacDonald, if that tells you anything. (The manual certainly won't.)

SHUTTLE

The famous simulator now for a measly £13.00. Shuttle is serious about getting things right. The control panels stretch over dozens of screens and the hundreds of switches have only pithy legends. The original game came with a huge poster giving details of all of these. The budget version doesn't and believe me, you miss it.

It took the astronauts years of training to use the shuttle so you can forget any ideas of just turning the ignition and kicking a satellite through the sun roof. The game will go through the proper pre-launch checks in real time. That takes five hours. Fortunately you can skip this and go to T-30. You can also use the time skip option elsewhere. Unless you are in training for the real thing, I suggest you use it.

Not a program for cheap thrills, then. You have to put a fair amount of work before you get the best out of this sim, but it is definitely well worth it.



Controls in Shuttle; if you think it looks complicated, that's because it is.

SUMMARY

Shuttle will keep you occupied for hours, Dune will keep you entertained for hours and Lure of the Temptress will keep you wandering helplessly around Turnvale for hours.

The manual is reduced in size from the originals. This makes the details of the control panels in Shuttle hard to see and the copyright protection in Lure of the Temptress difficult to use. MB

A good way to save £81.98 and try out some good, if slightly old games.

SCORE

70

specs Minimum Memory: 640K
Minimum Processor: Not Specified
Minimum Speed: 12MHz Installation: Yes Minimum Hard
Disk Space: 6.25Mb (for all three) Minimum Graphics: VGA
Sound Cards Supported: Ad-Lib, Roland, MT 32, LAPC-1, Sound
Blaster. Controls: Keyboard, Mouse.

Price: £39.99 Out: Now Publisher: Beau Jolly Telephone: 0737 222003

Blueprint

Innocent - Until Caught

PUBLISHER: Psygnosis

PRICE: tba

TELEPHONE: 051 709 5755

OUT: Autumn

Scruffy and unscrupulous, a man who does most of his work in the bar.

Paul Lakin or the hero of Psygnosis' new adventure?

THE FUTURE IS JUST as bad as today. In fact it's worse.' That's a neat summing up of the philosophy behind *Innocent - Until Caught*, the new adventure game that development team Divide By Zero are producing for Psygnosis. Instead of a world of clean chrome sterility where food comes in tablets and the lifts always work DBZ have aimed for a dark, rundown world of sleazy bars and pawnbrokers. The whole game drips a cynical, adult humour and should come as a great relief to those who are more than a tad weary of the squeaky clean family adventures that flow profusely from the other side of the Atlantic. Very good games but far too nice.

Since *Innocent* has the evils of the present, only more so, it is no surprise to find yourself starting the game by coming up against terrifying tax inspectors armed with all sorts of gadgetry to find out how much you owe them. The answer is a lot. You are a thief and thieves are not renowned for the efficiency of their tax returns. So you're going to have to pay it off. That's the way the game starts but you and I have been playing adventure games too long to believe that's all there is to it. The earth must be in danger somehow. There's a twisted journey ahead of you before you find out what *Innocent* is really about. A journey across three planets and aboard three space ships. A journey involving interplanetary crime, Earth-threatening corruption and a battle crazed war vet called Narm. That's war vet as in someone who has fought in a war not someone who has helped deliver a calf under hostile fire.

'The key to the gameplay is freedom, you can pretty much do what you like.'

(Top right) Jack T. Ladd contemplates a love letter from the 21st Century Inland Revenue and wishes he could remember which planet he left his P45 on. (Below) As this still from the intro sequence shows, in the future tax inspectors will be rather more dynamically dressed. Violent too.

Version: 0.84



Mood music

The aim of *Innocent* is to create a mood or atmosphere which completely involves the player in the world of the game. A lot of this will be down to the graphics. Action takes place on a large screen which allows horizontal, vertical and diagonal scrolling. The background screens have been scanned in from paintings produced by professional designers. To really pump up the mood there's individual shading and scaling of objects and characters so that your hero doesn't stand out like a candle in some darkened alley, nor does that cigarette packet you picked up in the foreground appear twenty feet high when you attempt to return it to the background. (You can place objects pretty much where you like on screen, not just in a handful of predetermined locations.) Speech bubbles use grey scaling so the action can continue - and continue to be seen - behind them. Following an increasingly common trend the music in *Innocent* follows the game

(hopefully the game doesn't get too irritated) and new characters and events are greeted by changes to the tune.

Street games

Beauty is in the eye of the beholder, (insert your own subtle RPG related joke here) gameplay is what really counts. Divide By Zero are putting quite a lot of store by their 'Interspective' games system which allows a 'script' to be written for each character and location in the game. The system was powerful and flexible enough to work unchanged in both the main game and the maze-based sub game.

Innocent also has quite a few short cuts which make the game easier to play. The best example of this is the map. Whenever you revisit a previously visited location (of course it would be tricky to revisit one you hadn't previously visited) a map of that location appears on the control panel. By clicking on the part of this map you want to go to, you save yourself a lot of needless time and effort guiding your character over the same old ground.

The key to the gameplay is freedom, you can pretty much do what you like, examine everything, and never reach a point of no return. You can't get to a point in *Innocent* from which the game cannot be completed. You cannot die. Surprisingly, considering its much vaunted amorality, you can't kill anyone either.

Message ends

In terms of what it's trying to do and how it looks *Innocent - Until Caught* is looking to be a very exciting project. It's too early to judge the gameplay or storyline but let's face it any game where one puzzle has to be solved by getting drunk and another by stealing a balloon from a child can't be all bad. **Z**



1 The hero, or rather anti-hero, Jack T. Ladd at the place where he is happiest.

2 Map for those little short cuts. This is also the screen where a close up of the main screen will appear when you are scanning it.

3 Control icons. Allow you to walk talk, look, examine, take, operate, check your status and all those other adventure essentials.

4 Inventory. Everything you've picked up throughout the game, apart from that slightly embarrassing rash.

Hero Quest

'... down these mean streets a man must go who is not himself mean, who is neither tarnished nor afraid... he is neither a eunuch nor a satyr; I think he might seduce a duchess and I am quite sure he would not spoil a virgin; if he is a man of honour in one thing, he is that in all things.'

Raymond Chandler *The Simple Art Of Murder*.

Let's be honest; I'll do anything to get a Raymond Chandler quote into my copy, but there is something very Chandleresque about the hero of *Innocent*. Going by the name of Jack T. Ladd (think about it, but not that much), he's a thief by trade and a pretty successful one at that. However there's more to him than that. Or there better be if the game is going to get beyond a simple tax demand sim. Like the heroes of Chandler he has his own morality and his own way of going about things; anyone that tries to stop him will end up feeling like the Brooklyn Bridge has just landed on their back.

To help or hinder him in his walk on the wild side Jack comes across Narm The P-alm a shell shocked, psychopathic war veteran who hasn't actually been in a war (he's just watched a hell of a lot of movies) and the inevitably beautiful Ruthie - daughter of the dictator.

These characters, along with all others in the game, have their own lives. More importantly both Narm and Ruthie can be given instructions/missions to carry out on your behalf. Why tire yourself out with work when you can get other people to do it for you. (As it says in *The Editor's Handbook*.)

Divide-By-Zero

What can you say about a company which claims to have patented such programming landmarks as SmuttiText™, CensoRound™, CyniPlay™ and Virtual Pornography™? Well probably very little. The company was formed in 1990 by Andy Blazdell, who used to be Software Manager at Domark, and Simon Lipowicz who didn't.

Their games writing history goes back further than that though, they were producing games back in 1984 under the name Reflex Arc. A slight hiccup was caused in 1991 when Divide By Zero were in the middle of a major product for Mirrorsoft. Robert Maxwell went belly up causing Mirrorsoft to do the same thing. Enter Psygnosis who commissioned them to write an adventure game to 'beat all others hands down'.



Night And Day

An example of the quality graphics *Innocent* aims for. Rather than simply use the same graphics and change the colour palette for a day/night change Divide By Zero have redrawn the graphic. Lovely innit?



(Top left) One of the strong selling points of *Innocent* is that a lot of the action takes place inside bars

(Top right) In a weak moment PC Zone's Editor makes a career damaging confession.

(left) Narm, Jack and precious little else.

PC ZONE specs

Minimum Memory: 560K

Minimum Processor: 286

Minimum Graphics: VGA

Controls: Keyboard, Mouse, Joystick

Comments: The program will automatically enhance 386 and 486 versions.

Blueprint

The 7th Guest

PUBLISHER: Virgin Games

PRICE: £59.99

TELEPHONE: 081 960 2255

OUT: May

Come, oh timid one. Join **Paul Presley as he heads into a haunted house, armed only with a mouse, a couple of CDs and a large pillow to hide behind.**

REMEMBER THE GOOD episodes of *Twin Peaks*? The ones that got really weird and had you spending most of the time staring at the screen going 'Huh?'. That's what *The 7th Guest* reminds me of. Take this

scene from the game for instance. You walk into a seemingly ordinary bedroom and there you see an elderly lady staring into a mirror wishing she were younger. All of a sudden she vanishes and is replaced by a younger version of herself. She is overjoyed until suddenly she vanishes again and is replaced by her teenage self. Again she disappears and all that remains is a small baby that crawls out the door and vanishes for good. You will sit at your screen wondering what kind of madness enabled the programmer to envisage such things.

Soon (by May in fact if Virgin's deadlines can be met) anyone with a CD-ROM drive and a pretty speedy PC will be able to spend long hours sat in front of their monitors getting hopelessly confused and I won't feel quite so alone any more. You see I've been getting pretty absorbed by the preview version of the game that I've been looking at for the past few days, becoming enthralled by the strange goings on and annoying everyone by saying 'Wow, look at this' to whoever happens to be passing. Why? Look at the pictures gracing these pages. Now imagine them moving very, very smoothly as you explore the creepy old house. I'll tell you, it makes *Ultima Underworld* look like a stuttering old fool.

Bet there's no gameplay though

That's the thing isn't it. We've all played games that look like the dog's... thingies but play like a load of... thingies. Who can forget the interactively challenged *Dragon's Lair* series? Even games that claim to break new grounds in technology often leave much to be desired. The CD-ROM *Sherlock Holmes* games for instance. They may have fantastic video sequences but that's all they have to offer.

The 7th Guest attempts to break this tradition by actually allowing the player to feel completely and utterly involved with what's happening. You can move around at will inside the house, interact with objects in the rooms, watch the guests uncover the house's deadly secrets and attempt to solve a series of strange and cunning puzzles that might provide some insight into the mystery. Plus you can become totally bewildered as you try to work out what the hell's going on in *The 7th Guest*.

So what is going on?

The 7th Guest is likely to appeal to the kind of person who gets off on working out complex mysteries.

The type of armchair detective that spoils everyone's enjoyment of *Poirot* by telling you who the murderer is before the Belgian one's 'little grey cells' have even kicked in. Personally the only way I manage to solve an average whodunnit is by devising a plausible motive for each suspect and covering all

my options. As soon as ghosts, goblins and the supernatural are thrown into the plot however, I usually let my brain go for a stroll and just watch what happens without commenting.



(Top and Above) Now here you can obviously see how the artist expressed his pain and anguish in his work.
(Below) I said play a C sharp goddamit, not a C flat.



It Was A Dark Dark Night

I don't know if I managed to get this point across in the main body of this piece, but *The 7th Guest* is a very mysterious game. So with this in mind I'll do my best to explain it here without giving too much away, as I would hate to spoil your eventual enjoyment of the game (in other words, I couldn't work it out so here's my best guess). So, cue spooky music, affect a sinister voice and:



1 Henry Stoff was a drifter, moving from town to town, hobnobbing in a saloon here, a grocery store there. One night,



2 She was coming home from choir practice, but she never got there. Stoff killed her, took her 'stuff' and ran away. He had sunk even lower. He had no life, no possessions, no dreams.



3 And that's when the vision came. A doll, and in his dreams Stoff reached out. It was a gift.



4 Stoff carved the doll, whittling the spinning face until he had an exact replica. And when the vision came...



5 ...Stoff went to town, to a shop. The owner had a daughter who loved the doll. Stoff offered it to the man and the owner in turn offered Stoff food, and board. A simple transaction, the first of many.



6 That night Stoff had another vision. A puzzle. Stoff created the puzzle just as he saw it, and everyone wanted one.



7 Stoff opened up a shop because everyone wanted a Stoff toy. Every boy and girl in the town wanted the new, shocking toys. No two were alike. Everyone loved his unique toys and Stoff grew wealthy.



8 But then a strange virus came and some of the children started dying. Dying. Clutching their Stoff toys so close.



9 And there was this one last vision, a last dream. Of a great house, a mansion that the wealthy toy maker was to build. A strange house, a house that scared people.

And so, there, in a nutshell, you have it. Six guests are invited to the scary house by Stoff. Things start happening, people start getting killed in very mysterious ways and ghosts and skeletons start popping up left, right and centre. Where is Henry Stoff? Why did he get these visions? What is happening to the children? What is going on in the house? And who is the seventh guest of the title? That's for you to find out. Mwah hah hah hah hah ha...

It's the supernatural that *The 7th Guest* is all about and creating a spooky atmosphere is the key to the whole game. To really enjoy it at its best you're going to need a CD-ROM drive (obviously), a Sound Blaster or better card for the speech and effects and a Roland for the truly superb music. Oh, and SVGA graphics for that ultra-smooth look to everything. VGA owners will be able to play it, but you'll find that most of the characters won't be so defined and it might not be quite so smooth. It still looks damned fine though.

Essentially each room in the house has a number of 'locations' from where you can interact with things. You can't move around as freely as in, say, *Underworld*, instead you move from location to location within each room and interact with whatever's to hand. The cursor changes to let you know when you're pointing to an active area, object or puzzle.

Every now and then you'll activate an animation sequence that offers a clue as to what's going on. These are all full motion video sequences that appear superimposed upon the background, giving a ghostly impression to everyone that makes you feel as though you're watching past events and that you are, in fact, completely alone inside the house.

I expect this is the future of games, right?

Really, this is the first step towards the future of computer games (*Told you so, A Reader*). Technology is where everything is at and with CDs able to hold billions of bytes of data, full video cards capable of showing movie-quality images already marching over the horizon and sound that is already as close to perfect as you can get (I hope someone starts using surround sound stereo) what's the betting that it won't be long before people will look back on *The 7th Guest* and say 'Oh, how quaint. Look at those simple graphic techniques'. For now I'll just get back to saying 'Wow look at this.' to my cat who seems to be the only one still listening to me. **Z**

PC ZONE specs

Minimum Memory: 2Mb

Minimum Processor: 386

Minimum Speed: 16MHz

Installation: Essential

Minimum Hard Disk: 10Mb

Minimum Graphics: MCGA

Sound Cards: Need Soundcard with FM and PCM support. i.e. Sound Blaster, Roland SEC-1

Controls: Microsoft Mouse. Need a CD ROM Drive with sustained 150/ksec, DOS 5 or higher and MSC decks version 2.2

Comments: A 486 with a speed of at least 20MHz and memory of 4Mb are recommended, as is Super VGA.

The Visuals



(Left) Would it be too obvious a hint to say 'Don't bone, don't bone, don't bone'?

(Below) Oh come on. A ghostly click with no legs suddenly beckons you to creep down a dark corridor with her. How would you follow her? I think not.

(Bottom) The careful art of cooking - lesson three. What happens when you add just a pinch too much Tabasco sauce.



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That's Edutainment!



IN A MAGAZINE published last year I wrote an angry piece saying that educational software stank and for emphasis I said that anyone who wanted to use it must be soft in the head. I'm an emphatic kind of a guy. This group of so-called 'edutainment' software we've gathered together for this special round-up is actually rather good, though you must understand this doesn't

mean that I'm changing my mind, heaven forbid. I've always thought that education using computers should be a product of the software and not the whole aim of the software. If you slant a piece of software to be too educational and worthy it becomes boring. Why not make games which stand up as entertainment and also educate as a by-product? Well, thankfully someone has.

The products mentioned here are all American, but there are one or two pieces available from UK educational stalwarts - Europress Software. The UK market for educational software isn't as well formed as in the US, the software we get here tends towards less of the fun and more of the school, as education is more to the fore.

Sierra are clearly attacking the edutainment area very aggressively with their new product carrying the 'Sierra Discovery Series' label. Even older titles now carry Discovery Series disk labels, which means they are part of a concerted push into edutainment world domination.

Sitting in a room with two hard-boiled tech support types testing educational software is a strange thing. Men who regularly convert hex to dec in their heads and code in assembler on the fly, whooping with glee as they complete a magic square and are let into another room in Dr Brain's Castle. Which brings me to something I discovered about educational software. These disks aren't something you should just bung at your kids and let them get on with it. It's like *Sesame Street*, parents should be there too, to guide and suggest things because no matter how good the software is it's no replacement for adult tutoring. So if that's the case, it should be enjoyable for adults too. The adventure game format works best I think, as this entertains as well as informs and any information is picked up unconsciously along the way. Edutainment, if it lives up to the hype, should literally be for kids of all ages.

Phil South looks at the cream of the recent crop of educational software and says 'How do you spell aardvark again?'



Being cack-handed is absolutely no excuse. 7/10.

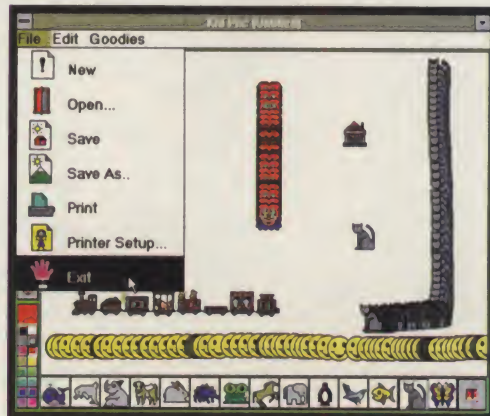
Kid Pix

This produced the most bizarre reaction of the whole day's testing, and is the program we all wanted to run again after we were finished taking notes and 'evaluating' with that frowny expression on our faces. It's a graphics program which needs bags of memory and a soundcard. Sounds strange, right? Not so odd when you see that all the brushes make a noise and so do the various special effects you can do to the screen once you've drawn on it. The pencils make a scratchy pencil-on-paper noise, and the spray-can makes a spray noise. Lettering says its name in a variety of different voices when you choose it. It's an addictive process which grabs kids, teenagers and adults alike who all want to get in on the action. From this point of view it's a unique program, and the education is heavily concealed under a lot of fun. The program is bilingual Spanish and English, which is of course less important over here than it is in the States, although still interesting. *Kid Pix* needs to run through Microsoft Windows 3.0 or above.

Age Range: 5-adult
Fun Stuff: 9
Educational Value: 8
Value For Money: 9
Price: £34.99
Publisher: Broderbund/
Electronic Arts
Telephone: 0753 549442



Practice spraying technique before advancing to walls.





Downloaded from the Internet

Where In The World Is Carmen Sandiego?

Carmen Sandiego has escaped and it's up to you to find her by following the clues. The program comes free with a copy of *The World Almanac and Book Of Facts 1992* which contains information on just about every place and thing on the planet.

Where *Kid Pix* is more of a utility with a fun aspect, *Carmen Sandiego* is a game with an educational aspect. The game part comes when you have to look in the humongous book for clues to the whereabouts of Carmen Sandiego. In doing so you are unwittingly using a big reference book to absorb facts about the world.

The phrase 'world' almanac is a little misleading, as most of the information in it is about the US. A bit like the *World Series*, I suppose. But the enjoyment is genuine, and the facts slip into your brain very easily while you're distracted. Older children will get a big kick out of this one.

Age Range: 10-adult
Fun Stuff: 7
Educational Value: 8
Value For Money: 8
Price: £34.99
Publisher: Broderbund/
Electronic Arts
Telephone: 0753 549442

7

Mario Teaches Typing

I'm not really sure who this is aimed at. A goofy Mario Bros typing tutor? Sounds like a lighter with integral calculator to me.

Darn it I still hate typing tutors, but then I taught myself to type pretty fast with three fingers so typing properly makes me feel slow and inadequate. The program is funny all right and fans of the Nintendo games will be into it but it won't satisfy them as much as the real thing, and I can see kids getting bored with this too quickly to make a difference. But it's worth a try if your kids want to type themselves. But if the point of it is that you want them to type then I'd forget it. Come back Mavis Beacon, all is forgiven.

Age Range: 7-adult
Fun Stuff: 5
Educational Value: 7
Value For Money: 5
Price: £29.99
Publisher: Interplay/
Electronic Arts
Telephone: 071 700 1857

6

Type slowly to lead him to certain death. Feels good doesn't it?



Little Boy Blue searches in vain for Bo Peep's flock...

Mixed Up Mother Goose

A graphic adventure game for children, in which all the characters of various popular nursery rhymes are muddled and mixed up and your child has to find the missing elements and put them together. It's not as simple as it sounds, and the play can go on for a good long while. As with all the Sierra stuff it's not embarrassing to play as at no time do the characters talk down to the player, presumably under the assumption that dad is watching junior carefully in case he starts prying open the floppy disk to see how the magic is made.

Written by Roberta Williams of *Kings Quest* fame and full of puzzles to amuse and challenge anyone from the most stupid kid to the most cynical adult.

Age Range: 7-adult
Fun Stuff: 9
Educational Value: 8
Value For Money: 8
Price: £34.99
Publisher: Sierra
Telephone: 0734 303322

8

... Little Miss Muffet's lamb curry sure smells tempting.



That's E



Oops, sorry Hansel I thought she was Goldilocks.

Mixed Up Fairy Tales

Sequel to *Mixed Up Mother Goose* and the phrase 'more of the same' applies. This time written by Lori Cole the game has its own play system based loosely on the system used in all Sierra games, but jazzed up a little bit to be more appealing to kids. Better than the original if anything, with a big friendly dragon character and a number of terrific tunes which sound almost as good on a Sound Blaster as they do on a Roland card. At one point you can look at the dragon's music book and play a number of famous classical tunes using the card, which subtly embeds the names of the composer and the piece on your brain.

Age Range: 7-adult
Fun Stuff: 9
Educational Value: 9
Value For Money: 8
Price: £34.99
Publisher: Sierra
Telephone: 0734 303322

8

Castle Of Dr Brain

The most complex of the new wave of edutainment software, written by Corey Cole, author of the *Quest For Glory* series. You are answering an advertisement to be Dr Brain's lab assistant, and in order to apply for the job you turn up to the castle for an interview. The Castle is a very difficult place to enter, and working your way through a series of tricky maths problems, mazes and logic problems you try to get as deep into the castle as you can. Obviously if you can crack the puzzles you're an extremely worthy assistant.

We all liked this a lot, and it teaches a lot of the more interesting things about maths and logic, like magic squares, which are attractive and interesting on computer but incredibly dull on paper. Terrific music score too, which further enhances the already mysterious atmosphere of Dr Brains Castle.

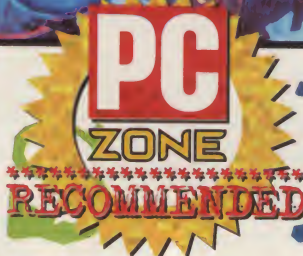
Age Range: 12-adult
Fun Stuff: 9
Educational Value: 9
Value For Money: 9
Price: £34.99
Publisher: Sierra
Telephone: 0734 303322

9

That skull makes a startlingly attractive vase.



Complete your tasks and the job is in the palm of your hand.



Dr. Brain: You know if a pet's brain is really big, it's really smart.

Island Of Dr Brain

A sequel to *Castle*, in which having got the job you are sent by the Doc to get a special battery from the Island for one of his projects. What he didn't tell you is that the Island is booby trapped with a lot of puzzles on maths, chemistry, languages, physics and programming. That wacky old bird! Tsk. Like the previous game there's lots of wonderful graphics and atmospheric sounds and music to help you along the way. As with the other Sierra games you get freebies to bump up the value of what you get for your dosh, and in this one it's an 'EncycloAlmanacTionary-Ography'. Although this is brimming with interesting facts which will help you get around the Island, some of the language stuff I found a bit dubious. I had a French expert on hand and I know some German and the French and German translations were hasty in places and in others just plain wrong. But that's nit-picking really. It's a great game and if you want to learn languages you'll get a Linguaphone course anyway.

Age Range: 12-adult
Fun Stuff: 9
Educational Value: 9
Value For Money: 8
Price: £34.99
Publisher: Sierra
Telephone: 0734 303322

8

That's Edut

Entertainment

PC
ZONE

RECOMMENDED



It's so cruel making the humans do tricks in the humanarium.

Eco Quest

It's a trend in software, and I guess in life in general, that everything not only has to be politically correct, but ecologically sound as well. So it was only a matter of time before software houses cottoned on to the fact they'd shift some units if they made parents paranoid that their kids would grow up knowing nothing about the environment. In actual fact most kids I know are more ecologically aware than I am, but in any event the product is bits of software like *Eco Quest*.

I must admit that this was a lot less corny and a lot more fun than I was really expecting and the little book inside, *55 Fun Ways to Save Our Planet*, is a good idea and lots of fun to implement. You get a little planet sticker on each page when you sort out some fuel burning or energy wasting problem around the home, which is something parents and children can do together. I'll wager that parents will get as much information out of this as the kids.

Graphics and sounds are up to the usual high standards you expect from Sierra, and although it's for kids they don't spare any attention to detail, a lesson that other firms could learn from.

Age Range: 10-adult
Fun Stuff: 8
Educational Value: 6
Value For Money: 7
Price: £34.99
Publisher: Sierra
Telephone: 0734 303322

7

The whole thing is reminiscent of Marine Boy.



Def. of rainforest: a nice big area for development.

Lost Secret Of The Rain Forest

Sequel to *Eco Quest*, (and in future *Eco Quest* will be called *Eco Quest 1: The Search For Cetus*.) the program has been changed this time to make it more in keeping with the *Discovery Series* like the *Dr Brain* games. This time the freebie is a big Eco wall chart which teaches you about the natural world and people of the rain forest. Very nicely produced and comes in a nice big box to enhance the perceived value. Ho hum, yes again the graphics and sound are faultless, which although very hard to pick holes in from a review point of view (dammit) are very attractive and effective for the user.

Age Range: 10-adult
Fun Stuff: 6
Educational Value: 8
Value For Money: 7
Price: £34.99
Publisher: Sierra
Telephone: 0734 303322

7

Explore life in the tropical rainforest ecosystem.



Quarky & Quaysoo's Turbo Science

A quirky one this. The world is full of science, and with the help of a pair of crazy alien dudes we are taken on a trip through answers to the big questions, like: why is water wet? Why can birds fly? What is the density of water? Going through a series of actual experiments in a cartoon context you can see easily how best to use computers to entertain and educate. It has to be fun, it has to be full of ideas, and most importantly it has to be very slickly programmed to have the right effect at the right time.

The freebie in this package is one of the best books on science for kids I've ever seen. The cartoons tell you answers to all the trickiest science questions, and if I was a kid I'd be carrying this book around all day reading it. It's funny, and it neatly does a very important job, that is keeping the information mulling over in the kids mind when he's not at the keyboard running the program. Very clever indeed. This is what kids like. They are used to seeing arcade quality graphics and perfect sound samples in games, so education software *has* to be a good game. It *has* to measure up to what else is out there. If it doesn't then you've lost them and they'll boot *Street Fighter 2* and forget anything that edutainment has to offer.

Age Range: 9-14
Fun Stuff: 9
Educational Value: 9
Value For Money: 9
Price: £34.99
Publisher: Sierra
Telephone: 0734 303322

9

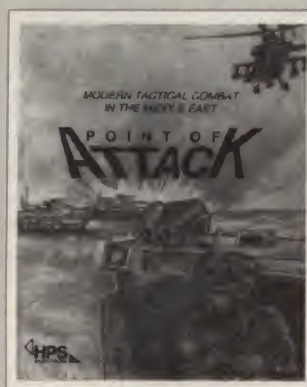
Interstellar species of The Munch Bunch.



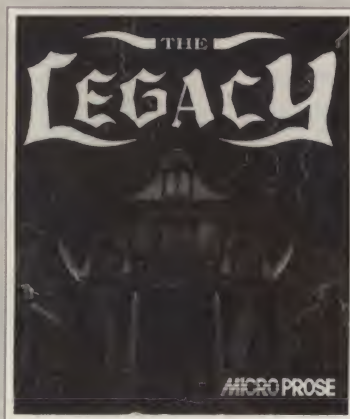
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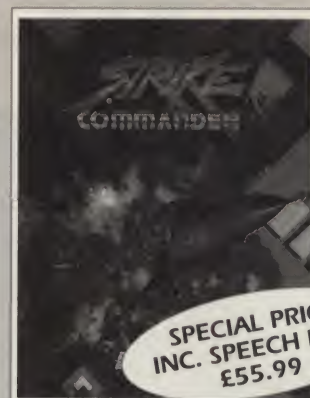
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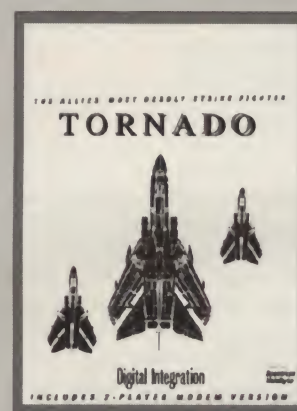


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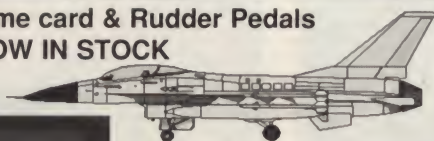
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More words of wisdom and reassurance from PC Zone's resident technical wizard Mark Burgess. If you're having

trouble with PC software or hardware drop him a line.

V For Veliky

I HAVE A PROBLEM with a game from 360 via Electronic Arts' V for Victory - VELIKYE LUKI - 1942. The problem appears to be the mouse, as the cursor will suddenly stop at any time after the game starts, i.e. 2 minutes into the game or even as much as 20 minutes. Sometimes the program continues in the background or it too will stop! What's the gen?

The mouse is a CPC three button type and would appear to be 100% compatible with all other software. I may be wrong about the mouse being at fault? I have only just bought my system, and it requires the VESA and mouse drivers to be loaded high before the game is loaded, am I doing something simple in my AUTOEXEC.BAT or CONFIG.SYS or is it something to do with 'DMODE' before the above mentioned? I am certainly unsure about setting up the different modes for SVGA.

My system is a 486 - 50DX with 8Mb, 1Mb ET4000 Tseng card, 256K cache, Sound Blaster Pro, SVGA monitor and the CPC mouse! I've tried a 'boot' disk, and have gone over the loading instructions millions of times, well, at least several hundred! I've also used the CONFIG.EXE program with the game which modifies my .BAT & .SYS files but still no joy - please help!

Paul Morgan, Elgin, Scotland

If all other applications work normally on your computer, then it is likely to be the program. In fact, the V for Victory SVGA games had some driver problems. This may have been the result of all the different sorts around when the series began. Also, 360 games have a reputation for being fussy about the mouse driver used.

I don't think that V for Victory has an ET4000 driver, so load that in CONFIG.SYS. If your mouse driver isn't Microsoft, then get one and see if that works. 360 games need the MS or a true compatible.

Your CONFIG.SYS file should read:

DEVICE=C:\DOS\HIMEM.SYS

DOS=HIGH,UMB

DEVICE=C:\DOS\EMM386.EXE 992 RAM

DEVICEHIGH= (anything formerly preceded by DEVICE=)

BUFFERS=30

FILES=20

STACKS=0,0

and the AUTOEXEC.BAT:

@ECHO OFF

PROMPT \$P\$G

PATH C:\C:\DOS

LOADHIGH C:\DOS\MOUSE.COM (unless

DEVICEHIGH=MOUSE.SYS is in CONFIG.SYS)

LOADHIGH TSENG.COM.

That should work. MB

Sim-ply The Best

PLEASE CAN YOU help me. I would like to know what PC you would recommend for flight simulator/motor racing games, that has a reasonable chance of remaining acceptable for a reasonable period of time. I have seen the 286 chip become obsolete, the game size increase from 1Mb to 15Mb, sound and CD ROM introduced, and the 'Pentium' chip is around the corner. So what specifications do I go for if I want to throw out my old computer and buy new?

My enquiries so far have suggested:-

1. 486 chip, rated no higher than 33Hz as the game may 'foul up' at higher speeds. The Pentium chip is a no-no, as current games can't cope.

2. Disk capacity - buy enough hard disk capacity to satisfy all your anticipated requirements without the need for products like 'Stacker'; not all simulators respond well to compressed files. Minimum 4Mb RAM.

3. Memory managers, Caches: avoid/disable memory managers unless they are essential.

4. Video - minimum is VGA. Accelerator cards don't provide any real benefit. What of local buses?

5. Soundboards/joysticks - buy to suit needs.

6. CD ROM drives - buy to suit requirements.

Clearly technology will continue to improve and not stand still. Future games will be designed to take advantage of the new advances and facilities offered. So where are simulator games going, what are the imminent hardware advances and what specifications do you recommend to keep me up to speed - but not over the top?

D H Wheeler, Hurworth, Co Durham

What a good idea to think about your system requirements before you go out and buy the stuff. The flight simulators will be the ones that make most demand

on your equipment; they are large, memory hungry programs. Your suggestions are fine, just a few comments:

1. I don't think a game would 'foul up' at high processor speeds. Your only worry is that it might become unplayably fast. The Pentium, like the rest of the Intel 86 family will be downwardly compatible and all current games should run on it.

2. I agree absolutely, get the biggest you can afford. Flight sims (and games generally) take up farcical amounts of space. RAM should be 4 - 8Mb.

3. If you have additional memory, you are going to have to run some sort of memory manager, even if it's only EMM386. Caches speed up disk access times, significantly improving the performance of programs that use the disk a lot (and flight sims do).

4. Video accelerators won't earn their keep for a games player. Nor will a local bus add much to your computer's performance unless you are doing serious CAD work.

Things, as you say, are changing fast. A 386SX was a perfectly respectable machine a year ago, yet how many of today's big games would run on one smoothly? I would go for a 486SX 33Hz or faster with 8Mb RAM, 210Mb Hard disk and 256K cache. Some games are using SVGA now, but not enough for me to want to buy a card now. If I did, it would be a 1Mb card that had a VESA driver. Make sure that you can upgrade the processor - that the chip is not glued in, for instance.

Such a set up will not be completely future proof - no machine can be that. But it should weather the next couple of years. The one I use here is a 486SX, 25Hz, with 4Mb RAM and 107Mb Hard Drive. Poor me, eh? But it works; I can still play Pacman on it. MB

Check In Chains

I HAVE A VIGLEN Genie 386SX with a 52Mb drive and I have included a print-out of the AUTOEXEC.BAT, CONFIG.SYS and CHKDSK command. I was just tidying up old files which I did not need anymore and then I used the CHKDSK command and saw that 8723 lost allocation units were found in four chains. Please tell me how to free them because it holds approximately 17Mb of space which I need badly. Also my games card isn't working properly and I have opened up the computer several times and changed slot and wiggled it about. The joystick doesn't work well either. Help.

CHKDSK

Volume QUANTUM 52M created 14/04/1992 10:46

Volume Serial Number is 1903-ABB6

Errors found, F parameter not specified

Corrections will not be written to disk 8723 lost allocation units found in 4 chains.

17864704 bytes disk space would be freed

52094976 bytes in total disk space

659456 bytes in 7 hidden files

4308 bytes in 15 directories

14321664 bytes in 442 user files

19206144 bytes available on disk

2048 bytes in each allocation unit

25437 total allocation units on disk

9378 available allocation units on disk

655360 total bytes memory

592896 bytes free

Midi Muse

As an ex Atari STe owner I have a lot of midi music files lying around. I have a 486DX PC with a Sound Galaxy NX Pro card. I am totally fed up with the single music file that you get with Windows 3.1. How can I transfer my midi files to my PC? Even though I have sold my STe I still have access to one. Can it be done?

James Glen, Rickmansworth, Herts

Just use the midi sequencer - set the ST to play and the PC to record. You really should not need to resort to anything more complicated than that. Midi is supposed to be a standard. In general, you can transfer files from an ST to a PC by using a serial cable and some comms software, treating the PC as a dumb terminal. There is also a program available called ST2PC that writes a valid PC boot sector to ST disks. MB


```
c:\>type autoexec.bat
```

```
@ECHO OFF
```

```
PROMPT $p$g
```

```
PATH
```

```
c:\utils;c:\windows;c:\dos;c:\word5;c:\neopaint
```

```
SET TEMP=C:\DOS
```

```
MODE CON CODEPAGE PREPARE =(437) C:\DOS\EGA.CPI
```

```
MODE CON CODEPAGE SELECT=437
```

```
KEYB UK,,C:\DOS\KEYBOARD.SYS
```

```
c:\utils\mouse\vigmouse.com
```

```
c:\>type config.sys
```

```
files=30
```

```
DEVICE=C:\DOS\SETVER.EXE
```

```
DEVICE=C:\DOS\HIMEM.SYS
```

```
DOS=HIGH
```

```
COUNTRY=044,,C:\DOS\COUNTRY.SYS
```

```
DEVICE=C:\DOS\DISPLAY.SYS CON=(EGA,,1)
```

```
device=c:\windows\smartdrv.sys 2048 512
```

```
buffers=20
```

```
device=c:\dos\ansi.sys
```

Matt Littlewood, Glasgow, Scotland

CHKDSK reports logical errors in the File Allocation Table (FAT) and in the file system. Using it with the /f switch (i.e. typing 'CHKDSK/F') will fix any errors. In your case, using the /f switch should bring up a message saying 'convert lost chains to files?'. Type 'y' and CHKDSK will convert all those chains to files with the name FILE???.chk. Look at these files to see if they contain any data you need. You seem to be suffering from a great deal of fragmentation – that is where files are 'broken up' and stored in non-contiguous sectors of the disk.

Microsoft has admitted that there is a bug in versions 4.01 and 5.0 of the CHKDSK utility. The problem occurs when CHKDSK/F is used with hard disks formatted to 127-129, 254-256, 508-516, 1018-1024 or 2035-2061Mb (these sizes apply to partitions as well as physical drives). If you answer N when it asks 'Convert lost chains to files (Y/N)?', 256 copies of the FAT (File Allocation Table) are written

Making The (Up)grade

Please help; I have an Ericsson PC and it has only got 230Kb memory which is fairly daft as I can only use WordStar and DOS 2.1. Is there any way I can update this machine?

Miss S Glynn, Walsall, W Midlands

Ericsson as a computer manufacturer no longer exists. After much shuffling of what remains of the business, it has ended up at ICL. I would think your model must be a 1030 or 1031 and about seven years old. These were shipped with 128K fitted and a non-standard memory board with 128K or 512K. I should think you've got the 256K version. Even as it is, your computer should be able to run DOS 3.0-3.1. If you want a simple upgrade, ask for an XT upgrade expansion card – such as a 384.

I don't think it's worth fitting a new motherboard; it is more likely to cost more than a new computer (unless you do it yourself). And I doubt if the PSU could handle it, so you'd need a new one of those. And so on. Settle for the limited XT upgrade or say a fond good-bye and get a new computer. MB

Elitist

I have just read your comment on slowing fast PCs down, I have a more simple answer than that, I use Windows. On my 33Hz 386 DX, *Elite* + runs too fast, so all I have to do is use the 'run' command in Windows 3.1 and *Elite* runs much slower! Will you be offering any prizes for useful information, I really could do with *X-Wing*!

Paul Rantin, Co. Antrim

I'm sure Microsoft would love the idea of using Windows to slow down applications. It shouldn't; although I know that some games slow up as they negotiate Windows it doesn't always work. Most games will run the same under Windows as they do under DOS but there are some programs that won't run under Windows at all.

I could really do with *X-Wing* too. Unfortunately all the copies sent to us are instantly blagged by our freelancers. So, I'm afraid the only reward you get for writing in is seeing your name in print (it's all I get). MB

over the first 32Mb of the hard disk. This means that you lose the root directory, the system files and whatever else is in that space.

This does not apply in your case (a 52Mb drive) so you can use CHKDSK/F with impunity.

Thank you for sending me copies of your files. Although you don't tell me what sort of games card you have I can see what your problem is. You haven't told the computer that the card is fitted. Your AUTOEXEC.BAT file should contain a couple of lines like:

```
PATH C:\DOS; C:\ULTRASND (This is telling the computer where the driver for the card is.)
```

```
SET ULTRASND 220,1,1,1,1,5 (This sets the parameters of the soundcard.)
```

This is only an example. Your soundcard should have come with a disk that had an installation program on it and this should have made any alterations necessary to your files. Run it again. MB

Memories

I AM AN AMIGA 500 owner! but I am seriously considering upgrading to a PC. Having read and thoroughly enjoyed your magazine, I now realise what I've been missing.

However there's one question which puzzles me: whilst reading a cover of F15 Strike Eagle III at a computer shop it said that you required a minimum 620K free conventional RAM and 752K EMS free minimum. What does it mean, all this talk about conventional memory, high memory, expanded and extended memory. I don't have a clue. Also can you perhaps recommend a PC system with this installed?

I Jones, Odiham, HANTS

I'm sure half the problem with computer memory is its name. A computer's memory is not where it remembers things. What humans call their memory, a computer would call a storage device. A computer's memory is the amount of 'space' it has to perform its operations. The larger the space, the more it can accomplish at one time. The smaller the space, the more the task has to be broken into smaller parts. The minimum memory requirement of a program is simply the smallest space in which it can work, the irreducible minimum to which the whole program can be broken down.

I'll start at the beginning, when the XT was first designed. All modern PCs are designed to be compatible with the XT. The XT was able to address 1Mb – an extraordinary amount compared to its competitors. Because of the design of the machine, only 640K (64%) of

the memory was actually usable. That is why DOS only handles 640K.

There are dodges to get round this. An early attempt was to add memory chips and configure them as Expanded memory. The chips were the same RAM chips used for the rest of the computer's memory and were on a board which you installed on your computer with the help of some software called an expanded memory manager. Expanded memory is dealt with in 16K segments called pages, but you don't really need to know that. The important thing is that expanded memory is an early and widely supported attempt to get round the 640K limit of DOS. DOS has no built-in expanded memory manager as each board comes with its own. However DOS does have EMM386.EXE which is used in 386 and above machines to simulate extended memory.

On to extended memory. This is only available with 286 or higher processors. Programs need to be tailored for extended memory but it is very fast and useful for those applications that can use it. DOS comes with an extended memory manager called HIMEM.SYS. This helps programs identify the higher addresses of the locations in extended memory. You can run DOS itself in extended memory and leave more (conventional) memory free for your programs. Extended memory has the huge advantage of being used for Windows 3.0 upwards.

Upper memory is the 384K of your computer's memory that is next to the 640K limit. You can copy – it's actually called mapping – drivers to this area and free up even more conventional memory.

You will find when you get your PC (if I haven't put you off) that the manual will give clear instructions on how to configure your memory for best results. I know that this all sounds intimidating, but most programs will use these various sorts of memory without your even knowing about it. I mean, you don't need to be able to strip an engine to drive a car.

I can't recommend a particular brand of PC. Read the reviews in mags like Computer Shopper (plug) and choose what you think is best for your needs. Don't be misled by glossy adverts: big computer firms can go down the toilet as well as small ones. I personally would always buy from a retail outlet or at a computer fair – at least you can carry the thing away with you. Get a computer that has at least 4Mb extra memory and a 386DX/486 chip. MB

Delete As Applicable

I HAVE AN AMSTRAD PC 5286 and I have lots of things saved on my hard disk ranging from Monkey 2 to Indy and the Fate of Atlantis. I saved the games you gave away with issue one onto my hard disk. Mah Jongg is just complete crap! How do I get rid of unwanted games on my hard disk so I have more megabytes free to save other games on?

S James, Birmingham

Well, you can't please everybody. We try, but hell, we're not perfect. If you want to delete Mah Jongg then type 'cd mahjongg' at the DOS (C:\>) prompt. Then type 'del *.*' – you will get a message saying "All files in this directory will be deleted! Are you sure (Y/N)?" If you really do not want to persevere with Mah Jongg type 'y' and press return. That's all you do. The same applies to any files you want to delete – but remember once gone, they're gone. I don't know how long you have had your computer, but you should get round to reading the manual. Working with files is something you need under your belt if you are to enjoy your PC. MB

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Beelzebub's Back



HAVE A DREAM, and it's as follows: one day I will buy a very modest detached house in a quiet suburban cul-de-sac. All my neighbours will drive Volvos and have wonderfully neat and tidy gardens, where their two point four children can play in safety. The husbands will

wash their cars on Sunday mornings, the wives will hold coffee mornings once a week (on a rota basis), and everybody will be a member of the local Neighbourhood Watch scheme. And that's it. 'What a pathetic little dream,' you may be thinking, but you'll change your minds when you see what I've got planned for the bastards...

① Here's the street, or a bit of it anyway. I've only just moved in to number 26, but have done 'Neighbour Reconnaissance' already. (I need to know what I'm up against, after all). There's Mr 'Call Me Pete' Martin in number 22 (who seems okay, actually), Mr and Mrs 'Two Volvos and a Sierra' Bidwell in number 24, and elderly Mrs Jobworth in number 28 (her husband died of diarrhoea last year, after being attacked by a badger in the Forest Of Dean).

② Right, first things first, meaning a bit of personalisation. And? Well, if you did a poll of the neighbours you'd probably get the answer 'It's the opposite colour to the one we'd like.' Doubly pissed off are Mr and Mrs Bidwell, who don't seem to appreciate my new fence. They've already complained to the council, saying that apart from being an eyesore, it could very easily fall over, onto one of their kids...

③ The man from the council agreed that my 'fence' was safe. Ha ha ha. So onto step two, The Grass Wars. Now,

while I realise that just letting it grow works quite nicely, the results aren't really 'immediate' enough... it'd take two years to get the effect I'd be after. There is another tack, however, namely poisoning the whole lot. Yes, using everything from Paraquat to Agent Orange, I have effectively killed my lawn. It took three days. Cost? Eight quid.

④ Well looky here, stupid old Mrs Jobworth (who must think she's invisible, because she scowls at me through her net curtains even when her lights are on and it's dark outside) has gone and had a greenhouse erected. What an old bag, eh? See if you can guess what she's growing in her greenhouse... (a) marijuana or (b) poncey flowers of some description. Yup, you've got it, poncey flowers of some description. That spells 'REVENGE' in my book.

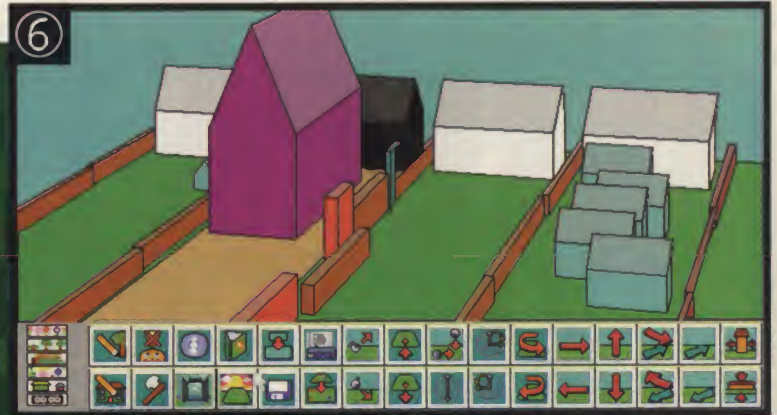
⑤ Now this is what you'd call a greenhouse. Or it's what I call a greenhouse, anyway - even if it is purple. I expect you can guess Mrs Jobworth's reaction: 'It's a monstrosity,' she said. 'No, it's a "folly", I replied. 'It's put my greenhouse in the shade,' she said. 'Yes, it does make it look a bit crap,' I agreed. 'No, I mean it's cut out all the light,' she said. 'As it was designed to do,' I replied. 'I'm going to the council,' she said. 'Do your worst,' I replied...

⑥ And her worst she did. I successfully ignored eight letters from the council, but now I've got the ninth, which says something along the lines of 'Take it down yourself or have it taken down forcibly by us, and then foot the bill afterwards.' I think I'll do it myself, then. Mind you, 'Pete' Martin from number 22 seems to have got the joke... he's constructed five greenhouses of his own. I've obviously become his 'guru'. I can't let him down now...

We didn't think it was possible, but garden-hating Duncan MacDonald has actually found a use for 3D Garden Designer from BBC Software. (Mind you, it's probably not quite what the authors had in mind.)



Yard



7 'And lo, Winter was upon them.' Yes, all is looking fine as far as the Bidwells and Mrs Jobworth are concerned (apart from the fence, of course). However, what they don't know is that I've planted a little surprise. Or, to be more precise, that I've planted several BIG surprises. *Bushus Maximus* I call it, a 'tree' of my very own design: rapid growth, house destroying roots and absolutely no flowers or leaves guaranteed. Roll on Summer.

8 Excellent. The *Bushus Maximus* project can only be described as a complete success. The seven I planted in the central garden region are growing at a rate of two feet a day, while the ones I planted directly underneath Mrs Jobworth's fence have turned into giant unstoppable 'twig bushes'. And now, for my finalé, I intend to swan off on a ten year round the world cruise. And my house? Aha. I shall be renting it out... to STUDENTS! (Brilliant. Ed).

But seriously folks...

Some of you will be fuming at this point... 'Facetious git,' you'll be saying, 'I actually want to know about this product.' The first thing you ought to know is that there's a very healthy database of plants and trees in the program, plus (as I did suggest) the facility to design any that might have been left out (you input rate of growth, preferred soil, sunlight requirements and so on). But before you can plant anything, you need to make somewhere for the seeds to go - and for that the storyboard visuals should help you out. The plot I made was 30 metres by 10 metres. I placed houses (which you can stretch every which way to get the right size and shape), greenhouses (ditto), walls (ditto) and a 'Rectangular Feature' (which was for the dead grass effect... you can choose your own colour for such things). Other objects available are Pergola, Fence, Arch, Trellis, Triangular Feature and Circular Feature. Okay? Oh, and

then I set the calendar. The whole point of 3D Garden Designer is that everything you plant actually grows (unless you plant it in the wrong place, in which case it doesn't... a *Caltha Palustris* Alba planted right behind a garden shed, for instance, won't do very well - whereas something like my own *Bushus Maximus* will happily grow at midnight in a coal cellar). Anyway, let's say you've planted heaps of different stuff, all over the shop. So how does your garden grow? How will it look in 1996, or after you're dead? Advance time by single months or by years. The flowers, leaves and berries change colour according to the seasons, by the way, and you can look at your creations from any angle and distance you like. And that's about it really. Mind you, maybe the final say should go to someone who doesn't hate gardening and who actually knows what he's talking about...

Steve says...

A friend of mine (yes, Steve) is a Garden Landscape Designer who just so happens to have been waiting for something like this to come out for ages - even to the extent of half designing his own Garden Design Utility (yawn) before remembering that nobody he knew would be able to program it. So what did he have to say about this product? 'Great idea, yes... and there's a lot in there. But I can see the limitations. For me, anyway. It's the graphics: they're a bit too basic. It could do with some more objects too. And it's all a bit fiddly. Still, as I said, it's certainly got something, and could definitely have its uses. Hmmm. Yeah, actually I could piddle about with this little bugger for ages, just for fun.'

Just for fun??? Bloody hell, looks like I'm going to have to get myself a new friend. Z

'Yeah, actually I could piddle about with this little bugger for ages, just for fun.'

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The HackMasters™

HackMasters™ and PC Zone take no responsibility for direct or indirect damage caused to software and hardware by the use of the HackMaster™ hacks. It's nigh on impossible to damage anything with these hacks, but, you'll understand, we have to cover our yellow chicken behinds.



WE, THE HACKMASTERS™, ARE A LITTLE concerned that the anti-RPG slant of this column is losing its way. There's barely a whisper of trolls and elves in this month's batch of hacks and cracks. Luckily, we have some new TruePlayer™ enemies to attack: people who play X-Wing instead of going to the pub on Friday nights and play platform games called Elf.

Backup

Most, if not all, of the hacks on this page will require changing actual game files. It is then sensible, if not prudent, to back up the file specified in the hack. To do this, simply enter the directory containing the file, say for example SAVEGAME.SAV, and back it up thus:

```
COPY SAVEGAME.SAV SAVEGAME.BAK
```

If you make an bad mistake and/or a 13 piece witch's coven appears in your AUTOEXEC file, then restore the files thus:

```
COPY SAVEGAME.BAK SAVEGAME.SAV
```

Simple as pimples. But remember the bottom line - don't ring us, unless it's an emergency or you're really stuck. Then still don't ring us.

Hexadecimal

Let me tell you about the PC. It doesn't count like you and I. We count up in base 10. The PC's count up in base 16. Like this: 01, 02, 03, all the way up to 09 and then 0A (for 10), 0B (for 11), up to 0E (14) and 0F (15) and then 10, which, in decimal, is the number 16. If this sounds complicated then it's because it is. But for the HackMaster's™ experience you only really need to learn a few choice hex numbers (and remember all hex numbers on this page will be suffixed with an 'H' so there's no confusion, e.g. 6AH or FFFFH).

HEX	DECIMAL	HEX	DECIMAL
0AH	10	40H	64
0FH	15	63H	99
10H	16	64H	100
20H	32	C8H	200
28H	40	FAH	250
32H	50	FFH	255

Debug

Somewhere in the depths of uncharted territory (i.e. your DOS folder) is a very useful program called DEBUG. It allows you to edit files of all descriptions and subtly change the data. It is the program we will use most in the HackMaster™ zone, and since it is the most user-unfriendly program on this planet, a brief introduction /explanation may be in order. Here's a step by step guide to a DEBUG hack:

To run it just type `DEBUG` in the appropriate directory (i.e. the one mentioned in the hack blurb). It should run automatically and produce a little '>' prompt. If you get a 'file not found' style error then your DOS path hasn't been set properly. Refer to the MS-DOS manual and remember the bottom line - don't ring us.

```
1 >NZOOL.EXE <return>
```

Now, once you have a little '>' prompt you should type in the commands listed in the program, starting with the line above, the 'N' command. This tells DEBUG which program is to be hacked. There should be no space between the 'N' and the full filename.

```
2 >L <return>
```

This command actually loads the file you've just specified into memory and into the hands of the hacker.

```
3 >E 035B v <return>
```

This is the Edit function. Type it as it appears above, i.e. with a space between the E and the address (035b) and the 'v'. The 'v' stands for a value you will enter yourself, ranging between 00H and FFH (0 to 255 decimal).

```
4 >E 4866 90 90 90 90
```

If the edit command looks something like this (i.e. a long list of numbers), then press RETURN after the address and DEBUG will repeat your command. Then type in the values which follow (90, 90 etc.) pressing SPACE between each one, except the last when you press RETURN. So the command should be enacted thus (with what you must type in red):

```
>E 4866 <RETURN>
```

```
21FB:4866 FE.90 <space> 0E.90 <space>
```

```
4E.90 <space> 84.90 <return>
```

```
>
```

```
5 >W <return>
```

This command writes the hacked file back onto the disk. A message saying 'writing xxxxx bytes' will appear, where xxxxx is the size of the file (it varies). Nothing has been changed on your hard disk until you type this command. So if you've made a mistake earlier just quit DEBUG and start the process again.

```
6 >Q <return>
```

This quits you back to dos. ☹

The Bottom Line

The bottom line is that you'll have to have a specky chromosome in your genes (or else borrow one) to achieve maximum satisfaction from the HackMaster's™ experience. If you are not very brave or you are having teething troubles then the bottom line is 'do not ring us' unless it is an emergency.



An empire freighter with its cargo of evil empire-type things is destroyed in X-Wing. Hooray! Now you can cheat your way to the Death Star and blow that up too.

ZOOL (Gremlin/PC Zone)

The HackMasters™ have no compunction when it comes to hacking. Commercial games. Commercial demos. Shareware. Databases. The first born of every family. Wordprocessors. Anywhere our copy of DEBUG will take us frankly, including the PC Zone cover disk. So if you're finding our issue one Zool demo a tad 'piquant' then try this hack. Enter the Zool directory and backup as follows:

```
COPY Z00L.EXE Z00L.BAK
Now enter DEBUG:
>NZ00L.EXE
>L
>E 035B FF 255 lives
>E 4866 90 90 90 90
Infinite lives
>W
>Q
```

Please note: this hack will not work on the full game. Don't even begin to think that you should attempt to try it.

SHADOWWORLDS (Krysalis)

The first RPG to be 'profaned' (as the TruePlayers™ would have it) this month. If you're finding the Shadowworld's sci-fi scenario tricky, then this HackMaster™ character enhancement hack is for you. Load the game as normal and when you're on death's door, save a game as CHEAT.SAV. Quit out and DEBUG:

```
>NCHEAT.SAV
>L
>E 0276 v HEALTH char 1
>E 02A6 v HEALTH char 2
>E 02D6 v HEALTH char 3
>E 0206 v HEALTH char 4
>W
>Q
```

ELF (Ocean)

If there's one thing the HackMasters™ loathe more than RPG, it's bloody schnooky cutso 'pass the sick-bag because it's primary colours time' type platform games. The TruePlayers™ play them all the time, when they're not being Thorgandian Son Of Thorgandia in some place where you can bonk elves for money. So, it is with not a small amount of pleasure that the HackMasters™ announce a cheat for this Ocean cutsie arcade adventure: simply type 'CHOROP00' during game for a substantially enhanced 'elf'.

X-WING (US Gold)

As we all know, fighting a guerrilla war against the evil Empire is a slow process. You have to wade through millions of repetitive tour of duty missions before you can fly the mission you bought the game for: the attack on the Death Star. So here the swifter HackMasters™ route to certain death in the trenches of the ultimate Empirical threat, courtesy of arch hacker 'Network'.

Start the game as usual but create a new pilot called cheat. Save him and exit straightaway. Now backup the file CHEAT.PLT and you're ready. Run DEBUG and:

```
>NCHEAT.PLT
>L
>E 0101 00 resurrect pilot
>E 0102 00 free captured pilot
>E 0103 v v=current rank
00 = cadet
01 = f.officer
02 = lieutenant
03 = captain
04 = commander
>E 0104 A0 86 01 100,000 TOD points
>E 0108 FF FF skill rating TOP ACE
>E 0111 v v=merits
01 = crescent
02 = bronze cluster
03 = silver talon
04 = silver scimitar
05 = golden wings
06 = diamond thing
>E 0186 08 X Wing maze levels complete
>E 0187 08 Y Wing maze levels complete
>E 0188 08 A Wing maze levels complete
>E 0378 v v=mission in selected tour
>E 03F0 v v=missions complete
Tour 1 00-0B
>E 03F1 v v=missions complete
Tour 2 00-0B
>E 03F2 v v=missions complete
Tour 3 00-0C
>W
>Q
```

Notice, while you're doing this, that the mission numbers work strangely. You have to subtract one from any mission you want to play. So if you fancy an attempt on mission 6 of a tour you must enter 05H (6 minus 1) into the 0378H address. If you want

to play 12 then the code is 0BH (12 minus 1) so on.

If you want to head straight for the Death Star trench run then change the tour 3 value to 0CH and then the current mission value to 0CH. Go into the game, enter tour 3 and you'll automatically be deployed deep in Empire territory. Or if, for example, you'd like to experience mission 11 of tour 2, try this:

```
>NCHEAT.PLT
>L
>E 0378H 0AH (Eleven minus one)
>E 03F1H 0BH (Cons the PC into thinking you've done all the previous missions)
>W
>Q
```

Also, because you're technically conning the old PC, you can view all the rather beautiful in-between mission animation sequences.

MORE CLOUDS OF XEEN (New World Computing)

Thanks to our chief HackMaster™ 'Network' for these new *Clouds Of Xeen* hacks. Unfortunately, the first codes require you to own a copy of PC Tools or Xtree Gold or a similar sector editor. The main code for Xeen is about 14 megs too big for poor little old DEBUG So, load in your sector thing and edit the following address (if you make a mistake, just re-enter the original bytes listed). For immunity from damage:

```
Edit 2240DH:
Original bytes: 26 29 87 56 01
Change to: 90 90 90 90 90
```

And for infinite spell points:

```
Edit 324D1H
Original bytes: 26 29 8F 58 01
Change to: 90 90 90 90 90
```

Write the changes to disk and play as normal.

But don't be put off by the elitist slant of these hacks. Here are some additions to our Xeen SAVEGAME hacks last issue which you can use with DEBUG. Play the game as normal and save your game in slot 1. Quit out and backup the file XEEN01.SAV. Use DEBUG and enact the following:

```
>NXEEN01.SAV
>L
>E 366F 5A 5 days worth of food
>E 3683 E8 FD 65,000 gold pieces
>W
>Q
```

CORRECTION

ALONE IN THE DARK (Infogrames)

In our *Alone In The Dark* hack last month there's a slight error. The hack should read:

```
>NSAVE0.ITD
>L
>E 4B9A FF 255 bullets for rifle
>E 4EAA FF 255 health points
>W
>Q
```


The TruePlayers™

ULTIMA UNDERWORLD II



The greatest game that ever lived! The greatest solution there will ever be!

Part Two

ICEWORLD

ICE WORLD



SOUND BLASTERS at the ready – it's Ice World, with its crunching snow footsteps and its slippery ice noises. This is a big and complex level so listen carefully. The Ice World is populated by three strains of wildlife – ice worms, snow wolves and yetis. Yetis are by far the toughest. Their vitality weighs in at an average 50 and they are totally resistant to cold. They also throw deadly accurate and deadly deadly snowballs. The best tactic for dealing with them is with missile weapons or very close combat. The ice will probably be your toughest foe here. Your best tactic is to inch slowly and surely across the larger expanses of ice to avoid sliding. Watch out also for the collapsing ice floors.

The levels

The first thing to do is head East from the start position to find the camp site. Dispose of the three skeletons and rake in the spoils. Keep the rock hammer (it can be used on rock obstacles later on) and the pole (which can be used to activate out-of-reach switches). Use the map piece and a large section of map will be revealed. The scroll of Map Area can be emulated with the spell 'we'. Explore the left hand area (you can only reach the right hand side by going down) and then exit via the stairway to the South. Save the game regularly as combat with yetis can be unpredictable.

On the second level talk to the mad man Mokpo and be polite. He'll give you some interesting information about level 8. Like Kintara from Kilhorn Keep, he desires some dream spice. You'll find some on this level. The blackrock gem is also

- 1 Camp Site: 3 skeletons, scrolls of Water Walk and Map Area, mandolin, map Piece, pole, oil flask, rock hammer, hand axe, thread, 4 fish, 2 mushrooms, 4 bottles of ale, 2 pieces of meat, leather boots and gloves, leeches, flute, dagger, a crossbow and 12 bolts.
- 2 Yeti. Potions of cure poison and mana boost.
- 3 Pack containing apple, torch and buckler.
- 4 2 lockpicks, purple potion of thick skin, dagger of great accuracy, 14 gold pieces.
- 5 3 pieces of meat

- 6 Wand of frost, 8 coins, hand axe of major damage, blue gem and a yeti.
- 7 Ice golem (vitality 50), knurled key.
- 8 Lever opens wall at 9.
- 9 Dam access wall.
- 10 Big gap.
- 11 Dam control panel.
- 12 Forcefield teleports you to maze at 13
- 13 Shifting maze.
- 14 Key to door at 15
- 15 Door and flood level chain.
- 16 Ghost and 2 rats guarding leather cap, 7 gold, ruby. Pack contains: silver ring of protection, shortsword of great accuracy, Lor and Ort stones.



ICE WORLD

2

RUNES THIS LEVEL

G, I, L, M, O, Q, R, U

- 1 Up to level one.
- 2 Mokpo.
- 3 Yeti
- 4 2 yetis and potion of greater heal.
- 5 Pack contains Quas, In, Mani stones, wand of smite undead (3 charges), and a cursed tower shield. Recipe scroll. Scroll with some minor spells.
- 6 Secret door leading to sceptre of mana boost, 30 coins, small blue gem, and crystal ball. Grav, Uus, and Rel stones.
- 7 Plate boots.
- 8 Bashable door leading to plate leggings, emerald, ruby and 15 gold.
- 9 Bow. Box with 9 arrows, 4 bunches of dream spice (described as 'plants').
- 10 Beatrice the ghost.
- 11 Fish.
- 12 Cheese.
- 13 Broadsword of poison weapon, tower shield, mace of major damage.
- 14 Filanium deposits.
- 15 Blackrock gem.



on this level to the South, in the middle of a huge ice floor. Ignore the sub-section to the South East for now. You'll notice that this level may not resemble your map. This is because the entire level must be flooded so you can reach the dead city to the North West. Let's do that shall we?

Go to the stairs, in the middle of the level, back up to level one, where you'll find an ice golem (vitality 50) guarding a door. He'll accost you. Say you'll leave right now, but instead launch a furious attack on him. The best way to defeat this tough bast is to hack at him until your vitality is dangerously low, then dart down the stairs and sleep or use a heal potion. On death the golem yields a knurled key. Use it to unlock the door and the entire dam control area. Use the lever to lower the wall and walk across a bridge until you reach a large gap. You can jump this so don't worry. Inch forward over the edge as far as you dare and then do a standing jump (shift and 'J') to land at the dam access panel.

This is a bitch of a puzzle. There's a switch, a lever, a button and a pull chain. A certain combination of these will shift the walls of the maze to the South to allow access to a key and then a door. A smudged note gives you a cryptic idea of the solution. To get the key, use this combination:

switch up, lever up, button on, pull chain up. Walk into the forcefield and follow the map to the key. Now the door: switch down, lever down, button off, pull chain up. A corridor immediately right of you when you teleport into the maze will lead you to the door. Unlock the door with the key and pull the chain to flood the level. Hooray.

Now go back to the dam access panel, cast Water Walk (wp) and fall off the edge into the water. Walk through some drainage ditches to the alcoves to the North to get all the goodies and then swim (or walk) to the South-most corner of the level to fall over a waterfall and down to level 2. Now you should see areas previously covered in ice flooded, and a new area to the North West has been opened. Swim North and enter the drowned city.

In the centre of the city is a ghost called Beatrice, who'll tell you how the Guardian is siphoning power from this world. You can't do anything about that yet, so explore all the rooms. Most of the doors are picklockable or bashable with your weapon and contain some nice goodies, especially the mace of major damage. Avoid picking up the cursed tower shield - it hurts. You'll also find four bunches of dream spice here. Don't eat these. Don't try and smash open any 'massive' doors here, your weapon will just break. Go East to the small sub level to find

some runes stones and a secret door set in the wall. To open this door and other locked doors on this level I just came back later and cast an Open spell (ey). The orb in the secret room will give you glimpses of the future. Unfortunately none of the images are true except the vision of you wielding a great horn in the Castle British throne room. You now have some real clue to how the blackrock may be destroyed.

The filanium deposits to the South East are guarded by about five yetis. It's no use risking your neck at the moment. Come back later when you'll need it. Hack it back to the starting location on level 1 and walk into the blackrock to be transported back to Britannia. For some reason, the gem cavern is now frozen. Oh well - pop up back to the castle for some bad news. Lady Tory has been murdered by the traitor. The only decent offshoot of this is that you can now pick up a Kal stone from the blood-soaked murder scene. Quiz everyone and fend off the hurling accusations. Also check on Nanna and make sure she is not going to go on strike. Take the gem to Nystul to be warmed and then head back down to the sewers level 3. Use the heated gem on the large jewel to light up another facet. Now you're ready for Talorus.

TALORUS

THIS IS A VERY strange level and if I were you I'd write down what everyone says. It can be very confusing. Start off by not killing the Vorz and using the golden bounce plates to reach the outer circle. Okay, the first person to talk to is the historian, who resides in a flashing chamber to the South. At first you won't understand him but he'll quickly 'tune' into your language. State your function mode as 'Avatar' and get talking. He'll reveal to you the importance of the blyi skup ductosnore and the EOY2 downstairs.

Now go and see the futurian. He'll inform you about the old ductosnore pattern, the new crystal, and delgnizator, and all sorts of things. Go into his back room and take the crystal (coded MY48). This is the controller crystal. Uh-oh, the Vorz are now programmed to attack you. So watch your step.

The next step is to go and see the data integrator. You won't understand a word he is saying so go and see the dialogicians. After much boring preamble, ask them to help you understand the data integrator and ask for the scroll they mention. Read it and then stash it. Go back to the data integrator and ask him all the questions. He'll tell you the correct combination of the crystals.

Now save the game and go downstairs through the pits. Fetch the EOY2 crystal from the northern alcove and then ready yourself for a big battle. The delgnizator can be found in the southern room, guarded by at least twenty Vorz and an aggressive Taloroid. Slay them all and grab the delgnizator. Ignore all the buttons and dials in this room and the island in the middle of the lava for now.

Go back up to level 1 (with the bounce plates) and head straight for the blyi skup ductosnore. Kill it (vitality 50) and the doors will open. Head into the back room and use the following combination. Put the EOY2 crystal on the red floor panel, put the MY48 crystal on the yellow panel, and then the delgnizator on the purple circle in the middle. Pull the single chain in the corner of the room and a new ductosnore will appear. Talk to it and then go and see the historian. He'll demand to help you and who are you to refuse? He'll teleport you to the lava island on level 2 where the blackrock gem resides. A bridge will appear when you leave the island. Go back up to the centre of level 1 and use the bounce plate to hit the roof and be teleported back to Britannia.

Go back up to the castle and do the usual. Return to the sewer level 3 when you're ready, use the small gem on the big gem, and prepare yourself for Scintillus' Mages' Academy.

1. Strange room with bouncing resilient spheres.
2. Lots of crystals, amethyst rod, 4 nutritious wafers (food to you).
3. Runekeeper and a million Kal Stones.
4. Data integrator.
5. Way down via pit.
6. 2 light spheres and recharger.
7. Blyi skup ductosnore.
8. Stairway to nowhere.
9. Historian.
10. Futurian.
11. Sapphire, fish, 2 wafers, a curious implement, plant, grey stone, resilient spheres, and 4 crystals.
12. Eloemosynator.
13. Dialogicians.
14. Millions of scrolls.
15. Teleporters.



1. EOY2 crystal, 2 pairs of leather boots, leather cap, torch, pole.
2. Twenty odd Vorz, annoying Taloroid, Delgnizator.
3. Bounce plates to get up.

SCINTILUS' MAGE'S ACADEMY

THIS IS A LONG and arduous level so make sure you're suitably refreshed and ready to go. You won't be able to recharge your mana after level 1 so ensure your stock is fully replenished and you've readied any useful scrolls and wands.

ACADEMY



1. Elster and box with 2 cheese, 1 bread, 1 chicken and 1 meat.
2. Mongbat and mail leggings of Additional Protection.
3. Rune Of Stasis and arrow trap.
4. Exit.

ACADEMY LEVEL ONE

TALK TO ELSTER and get a clue to a later puzzle: 'count round from the red squares'. Three gold pieces can be swapped for a fish in the small anteroom to the South. Just put the gold on the ledge and turn the dial. It is important to stock up on food and water as this level is long and food-less. You'll be able to reach this level once you've finished so stash any non-essential items here.

The first puzzle is the portcullis puzzle. Very simple. Three pressure plates stand in front of the doors. The middle plate opens the left fork which contains the exit. The left panel opens the right door where a deadly arrow trap awaits you. The right plate opens the centre room, containing a mongbat and some useful armour. Use the gold coffer on the middle plate and exit through the wall to the next level.

1. Wand of cause fear (6 charges).
2. Switch. Wand of paralysis (2 charges), Broadsword, potion of speed.
3. Pack: torch, dagger, apple, chicken leg.
4. Crap wand - ignore.

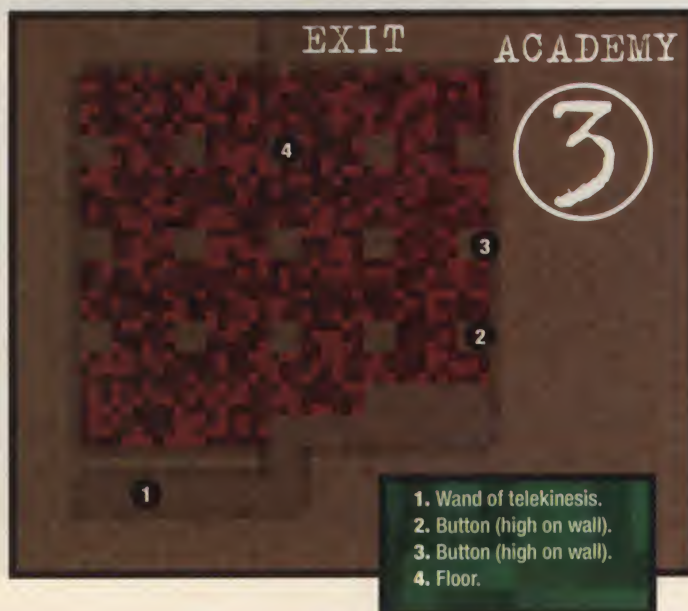


ACADEMY LEVEL TWO

EQUILIBRIUM AND Non Local Causality. This again is quite simple. If the ice gives you trouble use a Water Walk spell and travel along the river. But only do this if you can spare the mana. Instead, just inch forward slowly to avoid slippage. Head for the switch and flick it to open the portcullis (don't forget to pick up the wand of fear). Go through the door and then into the lava trap, which is just a case of walking across.

ACADEMY LEVEL THREE

THIS IS THE FIRST real test of ingenuity. Use the wand of telekinesis to become psychic. Use the button at 2 to lower the floor ahead. Leap gingerly across from floor to floor until you reach floor 4. Now, probe around the ceiling and use the button at 3 to lift the floor you're standing on. The exit is now within jumping distance. Save the game, edge forward and make a standing leap (Shift and 'J') to reach the exit. The wand will be taken off you when you leave this level.



1. Wand of telekinesis.
2. Button (high on wall).
3. Button (high on wall).
4. Floor.

1. Silver serpent key, guarded by a skeleton.
2. Food dispenser.
3. Two door exit.
4. Scroll of invisibility, scratch key, guarded by skeleton.
5. On a pinnacle: boots of very great toughness, and an axe of great damage. Ghost.



ACADEMY LEVEL FOUR

SPATIAL REASONING. Bit of a nightmare this one. The basic premise to get obtain the two keys in the South East and North West corners of the level to unlock the doors in the NE corner. The problem of course the rather erratic layout of walls, canyons, tunnels and stairway. I can offer no firm pathway through this level other than trial and error. Also, watch out there are some nasty spiders and rats haunting the avenues.

1. Switches and pressure plates.
2. Wand Of Fireball, moonstone, plate gauntlets.
3. Pole.
4. Key.
5. Headless. Potion of Night Vision and scroll of Water Walk.

ACADEMY LEVEL FIVE

INTERESTING LEVEL THIS. The three switches on the western wall seem easy enough to flick, but look closely and you'll see three pressure plates in front of them which reset them. Use the pole (there's one in the corner of the room if you don't have one) to pull the switch. This will open both doors. Go through the South door first to reach a gap, with a key on the other side. I've only managed to get this key by using Telekinesis (OPY). Fall down the gap, kill the headless and reap the goodies. Now go to the other door to find a portcullis and a moonstone. The lever on the side is a trap - it just makes a skeleton appear. This portcullis is the toughest portcullis in the game - it will destroy any weapon if you hit it. But hopefully you have the key.



ACADEMY

5

1. Salty key. Pack: potion of greater heal, and wand of detect trap (7 charges).
2. Arrow trap.
3. Unlocked by salt key.
4. Teleports to 5.
6. Teleports to 8.
7. Potion of freeze time.
9. Teleports to 10.
11. Teleports to 12.
13. Teleports to 14.
15. All other teleports go here.
16. Teleports you back to level 1.
17. Exit

ACADEMY LEVEL SIX

THE NEXT LEVEL is 'risk avoidance'. If you take any objects from the centre plate, arrows shoot at you. You can either cast Missile Protection (GSP) or take the pain. The golden plates summon peaceful headlesses who won't attack you. Unlock the door with the key, and head into the teleport maze. Follow the directions in the panel to get through this labyrinth. I only managed to open the secret door at 7 with an Open spell. ☞



ACADEMY

6

ACADEMY

7

1

EXIT

ACADEMY
LEVEL SEVEN

THIS IS ANOTHER bast puzzle. Use the Water Walk scroll from level 5 to get the cold key and the heal potion and then go back up to the top. The puzzle works as follows. Each tower is capped with an arrow. When you jump onto a tower, the platform the arrow points to disappears. So you can easily get trapped if you take a wrong step. Save the game. Starting from 1 on the map, jump in the following directions: E, E, N, N, W, N, N, E, E, E, S, S and out. Remember: inch forward to the uttermost point and then do a standing jump. We're almost there.

ACADEMY
LEVEL EIGHT

IT'S THE LAST LEVEL. Walk into the teleports marked on the map to ascend the levels until you reach the end. Make sure you pick up the goodies en route.

1. Bet stone, chain cowl, axe.
2. Wand of frost (7 charges)

ACADEMY

8

X

2

X

1

X

X

1. 3 bottles of water, wand of deadly seeker (9 charges), Sanct stone, torch, cheese, and dagger.
2. Potions of hallucination (green) and heal (yellow), leather boots, light mace of unsurpassed accuracy, scrolls of dispel hunger and sheet lightning.
3. Many bottles of wine and water, 11 gold.
4. 3 candles.
5. Partially melted key (opens the vault), 2 pieces of meat, and a franziium circlet (behind the secret door).
6. Blackrock gem. An, Ylem, Wis, Uus, Grav, Hur stones, 2 pairs of leather boots.

ACADEMY
LEVEL NINE

YOU'VE REACHED THE END of the test but look! Everyone is dead. Something horrible has happened. Read the notes to find out what happened and reap in all the goodies (including the blackrock gem). If you're feeling tough you can attempt the ethereal void, or you can just head chicken-like back down to the first level.

THE VAULT

THE VAULT IS TOUGH. The auto-map doesn't work and the normal laws of geography and physics are severely disrupted. But here's how to do it anyway. Firstly, unlock the vault door and walk into the glowing white doorway. Unlock the first door with the melted key. Beyond you will see a large floating rune and an annoying fireball sweeping left to right. Use Dispel Rune (AJO) if you can, or else cast Flameproof (SF) and walk into it. Walk round the corner and be faced by another locked door. A switch hangs in the air, far away to the right. A Telekinesis spell is the only way I've found to flick this switch and unlock the door (although apparently you can shoot it with a bow or crossbow).

Now you're in a water-maze. Use Water Walk (YP) if you can, or else ready your swimming skills. You need to find a door and then a switch to unlock it. Once through this door, there's another maze



(stone floored this time) and another locked door/switch combination. Once you've solved the puzzle, head through the door to a red plain with a moongate in the corner. Save the game - the next bit is tough.

Go through the moongate and straight into a lava trap. Aaargh. Bullet to the left, kill the demon and pull the chain. Close the door and sleep if you have to. Sprint across to the right hand room, kill the very large demon and grab the key. Again, sleep if you have to. Now, bomb into the centre room, slay the very tough demon and unlock the door with the key. Phew - almost there.

Go through the moongate and you'll be in a black corridor similar to the start. Take a left and when you come to a right hand turn keep going straight ahead through the wall. The right hand fork just leads to a hidden teleport which will whop you back to the start. You'll find yourself in a room with a chest. Empty the chest to find 49 coins, two bottles of basilisk oil, a goblet, an emerald, two flam stones, and a black pearl. But where are the Tym and Vas stones mentioned in the notes? Ah-ha. Wear the franziium circlet you found behind the secret door on level 9 and bash through another wall, in the top right hand corner. Hurrah another room! Find the secret panel on the floor to reveal a scroll of smite foe, an axe of fire doom, a bottle of restoration, and loads of Vas and Tym runes (note: I used a Reveal spell (OAO) to find the panel, I'm not sure if you can discover it just by touching it). ☞

Ultima Underworld II was completed on a rather nice Advanced Logic Research Evolution 4 DX2-66MHz ninja computer.

ALR: 0635-521922

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OFF THE BOARDS

Happy Birthday Wolfenstein



(Top) Hitler at level 9 of Die, Führer, Die! (Centre) Gretel Grosse - guardian of level 9 of the trial of the madman. (Above) Bloody but unbowed; victor once more. (Top Right) The evil Dr Schnabbs in Operation Eisenfaust. (Bottom Right) A fake! You see the real thing soon enough Die, Führer Die.

Wolfenstein 3D is a year old this month. How has it fared? What next? Mark 'BJ' Burgess does the reporting.



OLFENSTEIN 3D came out in the middle of last year to ecstatic

reviews. No one had seen such smoothly scrolling graphics and challenging gameplay in a shareware program before. Some people were less sure of the extreme graphic violence, others thought it the best bit of the game. (Who me?)


PSP, who handle the program, have sold 6,000 copies of the registered version since last year. It is normal for shareware games to have a life of about two years, compared to the matter of months of most commercial offerings and *Wolfenstein* is now at version 1.4 and shows no signs of fading.

Just about everyone has played it by now, so I won't go into great detail. In the first episode you have to fight your way out of castle Wolfenstein. This is the shareware episode. Registration brings five more episodes, each with at least ten levels. Episode two is *Operation: Eisenfaust* where you track down and kill Dr. Schabbs, the man who builds mutants.

Episode three has you tackling Hitler himself in *Die, Führer, Die!* The other three episodes are the prequel to *Escape from Castle Wolfenstein*. In episode four, *A Dark Secret*, you must assassinate Otto Giftmacher, the chemical weapons scientist. Episode five, *Trail of the Madman*, has you on the trail of General Fettgesicht, director of chemical warfare and in episode six, *Confrontation*, you meet him in an encounter that only one of you will survive. Golly!



Wolfenstein 3D (the full, registered version) is available from Precision Software Publishing for £53.70 inclusive. It comes professionally packaged - like any piece of commercial software - complete with a manual giving hints and tips.

What of the future? Well *Wolfenstein* is going to transfer to Super Nintendo (whatever that is) and the long awaited *Doom* (see elsewhere) will be with us late July. Judging by the alpha version, *Doom* will confirm ID programmers as the most inventive and skilled shareware team ever. 



CHEAT!

Here is a list of some of the cheat programs that are available. If I've not listed your favourite (or even yours) then apologies. Remember that most cheats, when activated, will permanently alter your .exe file and some will alter the .w11 (map) files as well. Make backups! I've listed the byte size again.

WLFTRN.EXE: 18756 trainer
WLF_1-60.EXE: 128482 maps of all 60 levels
WMAP30.EXE: 30661 generates maps (all levels)
WMAP41.EXE: 30663 same, for v.1.0 and 1.1
WMAFS-60.EXE: 69948 text maps for all levels
WOLF1CH3.ARJ: 10403 cheat for v.1.4
WOLF3D11.EXE: 656684 debugging keys with full game!
WOLF6CHT.EXE: 110369 cheat for full version
WOLFSAV.EXE: 60847 various saved games
WOLFSAVE.EXE: 78745 various saved games

All of these are *supposed* to work, but the only one I've tried with the full version (WOLF6CHT on v.1.4) corrupted the screen when I entered 'GOD' mode. My favourite is WOLF3D11.EXE. This explains the debugging keys (apart from tab + H and TAB + V) and runs a copy of WOLF3D.EXE from a file called RUN.COM.

Hitting LEFT SHIFT-ALT-BACKSPACE simultaneously brings up the message 'Debugging keys are now activated'.

Press TAB + B: change border colour
Press TAB + C: show statistics
Press TAB + E: hop a level; if you press on first level you re-appear with level two completed, lots of bonuses but no % completed marks.
Press TAB + F: current x,y location
Press TAB + G: God mode
Press TAB + H: decreases health by 16%
Press TAB + I: free items; health, ammo, points

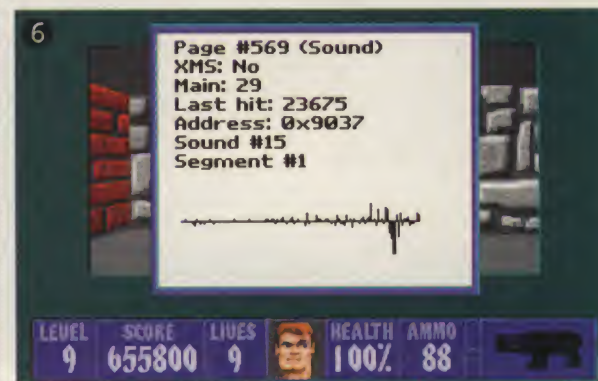


Press TAB + M: display memory usage
Press TAB + N: no clipping – walk through walls
Press TAB + O: display map of level
Press TAB + P: pause
Press TAB + S: slow motion
Press TAB + T: display game graphics
Press TAB + V: extra VBLs (0 – 8) don't know what these are but they slow up the game
Press TAB + W: warp to any level
Press TAB + X: extra stuff – but what?

This is as much fun as it sounds. With 'no clipping' turned on, you can walk through walls and doors and the guards will not notice you until you start firing.

Remember you can get the debugging keys by running *Wolfenstein* with *Wolf3D - next* and pressing CTRL-ENTER (version 1.0) or *Wolf3D - goobers* and pressing LEFT SHIFT-ALT-BACKSPACE (version 1.1). Pressing L-I-M at any time in both *Wolfenstein* and *Spear of Destiny* will give you full health, ammo and keys. It also wipes out your high score.

Read the .DOT and .TXT files that come with these programs before you let them out of their cages.



Tweak! Tweak!

Wolfenstein is well served by the hacking community. The game has such a cult following that there are dozens of programs available. Some generate maps for all levels, others add more levels, make you invincible or just put dirty pictures on the walls instead of the boring ones of Hitler. One program turns the German guards into pacmen! How incredibly useful!

Here is a list of some of the tweaks. I've listed the byte size as a way of making sure that you get the right program. The programs should be available on any board and most libraries should be able to get them. My copies were downloaded from The Farm BBS (order line 0223 208 302).

NEW-WOLF.ARJ: 428647
 40 new levels
NEW-WOLF.ZIP: 437797
 more new levels for v.1.0
NEW10.EXE: 25753
 new levels for v.1.0
NEW11.EXE: 25803
 new levels for v.1.1
NEWMAP.EXE: 30618
 speeds up the game
NITEMRE1.EXE: 56969
 alternate playing levels
R-WOLF.EXE: 1237784
 page 3 girls instead of Hitler
WLFNEWGR.EXE: 308198
 more smut for the walls
WOLFNPAC.EXE: 289465
 fight pacmen!!
WOLFV1.ARJ: 19037
 10 new levels



**WIN A COPY OF
WOLFENSTEIN 3D!**
See page 64

1. Goose-stepping zombie on level 5.
2. Demeaning sexist crudity in Wolfenstein.
3. More huge boobs on level 6.
4. It's Hans, and he doesn't know you're there.
5. Graphics display. Here you can look up Hans' address so you can visit him for afternoon tea.
6. It's so impressive, you can even view sound samples.
7. Hmmm, a bit of good news.
8. This is showing your current location. Lordy, it's another maze, how completely unexpected.

See if you can do better than Kelvin McKenzie

UTILITIES



THIS IS A GAMES magazine, we do not normally review utilities. However, a strange beast has appeared. Would you believe a shareware Desk Top Publisher? Even art packages have lagged as far as shareware writers are concerned, mainly because they are fairly boring utilities to write and so people would rather leave them to properly paid programmers. DTP packages involve massive amounts of boring code but the personable Software Vision Corporation have persevered and just released *EnVision Publisher*.

It has scalable fonts from 4 to 108 point, reads .PCX files and can drive dot matrix, laser and ink jet printers. It has all the features you would expect from a DTP package and has a user friendly front end and on-line help.

There are two registered versions; *EnVision Plus*, and *EnVision Pro*. Registration (£57.58 Plus, £139.83 Pro + £3.00 p&p) brings the ability to handle colour .PCX files and to convert from other graphics formats, more templates and fonts together with technical support and a manual with an index! As a dos-based DTP package it has no competition. Contact Transend (0274 622 228) for more details.



Experience endless hours of fun. 'How?' you chorus, 'Surely not by matching patterned tiles!' you cry incredulously. Oh yes. Look, it can be fun and exciting - just imagine yourself within the atmospheric setting of the two above 'scenes' from the game if you don't believe me...

Brix

BRIX IS SIMILAR TO Ocean's *Puzznic*. You try to match patterned bricks. When two or more of the same symbol touch they disappear. You must avoid is being left with single bricks. There are platforms, crumbling walls, laser tanks and acid baths (just to make things harder), digitised speech, sound effects, four levels of difficulty and many levels of play.

It is programmed by Michael Riedel for Epic Megagames/psp. Registration of £25.50 (fully inclusive) brings 112 extra levels and a full editor so that you can create your own screens. PSP are on 0223 208288.

The Lost Games

These games - the 'lost games' of Gamer's Edge, are the early products of the brilliant partnership with shareware heroes, ID Software.

- 1 COMMANDER KEEN IN KEEN DREAMS.** The famous platform hero is threatened by evil vegetables across 13 screens. (No, no! Anything but the sprouts.)
- 2 HOVERTANK 3D.** You pilot a tank of the future. Race against the clock to rescue kids and various weird good guys (who also look like kids). Fight off red demons and octopi. Addictive and challenging.
- 3 CATACOMBS 3D.** An early version of the addictive *Catacomb* trilogy, you will recognise the monsters and notice some good features that weren't carried over.
- 4 SLORDAX.** By John Carmack (1991-2) vertically scrolling shoot 'em-up
- 5 SHADOW KNIGHTS** is a platform Kung-Fu game. You play the Shadow Knight and your job is to sort out the numerous problems of the village of Naipusan.
- 6 RESCUE ROVER.** Robots kidnap your dog in this enjoyable, puzzle game. (But why?)
- 7 RESCUE ROVER II.** Sequel to *Rescue Rover* - the robots have stolen your dog again.
- 8 DANGEROUS DAVE IN THE HAUNTED MANSION.** Another good platform game, reflecting the team's obsession with zapping zombies. Early use of sprites.
- 9 THE CATACOMBS.** You can see the elements of the *catacomb* trilogy in this early game. Graphically undistinguished, it has an overhead view of your figure as it fights demons and ghosts, blows down walls and so on. 26 levels, with some large and very tough nasties towards the end.
- 10 TILES OF THE DRAGON.** The solitaire version of *Mah Jongg* with a choice of board and tile graphics.

Some of these games are good (*Catacombs 3D*) and some are only so-so (*Slordax*). Some are of historical interest only (*The Catacombs*). At about a fiver a game, the collection is better value, but remember that these games are old and many of them look it.

The games are available from Transend (0274 622 228), for £12.95 each or £64.75 for the entire collection. Post and packing £3.00 per order. **Z**

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GA329 CHINESE CHECKERS - good oriental style game. EGA
GA334 SPACE JAMMIE - shoot the baddies from room to room. VGA/286
GA340 LEMMINGS DEMO - Xmas Lemmings & Lemmings, 2 demos. VGA
GA309 DUKE NUKEM EXTRAS - new set of levels for Duke Nukem plus a map printer (requires Duke Nukem game GA213)
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GA324 KALAKH - Russian logic game VGA
GA299 WOLFENSTEIN 3D - SPEAR OF DESTINY (2 disks 5.25) (1 disk 3.5) - 2 level (demo) sequel to Wolfenstein VGA
GA300 OVERKILL - space invaders type game VGA
GA301 DORK'S DREAMS - dinosaur arcade game VGA
GA302 KEEN DREAMS - vegetable mania arcade game EGA/VGA
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GA308 FORD SIMULATOR III (2 disks 3.5 inch only) - great driving simulator VGA
GA287 PHYLOX - great all-action shoot the mutant insects VGA
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GA261 JILL OF THE JUNGLE - all-action arcade game CGA/EGA/VGA
GA253 WOLFENSTEIN 3D (2 disks 5.25) (1 disk 3.5) - great 3D action VGA
GA272 WOLFENSTEIN 3D UTILITIES - maps and hints for Wolfenstein 3D game (requires GA253)
GA229 COMMANDER KEEN - Aliens Ate My Babysitter EGA/VGA
GA227 COMMANDER KEEN - Goodbye Galaxy (2 disks 5.25) (1 disk 3.5) EGA/VGA
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SHAREWARE PACK 6 (EGA Games) £14.00
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SHAREWARE PACK 7 (CGA Games) £11.00
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SHAREWARE PACK 8 (CGA Games) £11.00
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SHAREWARE PACK 16 (Windows Games) £11.00
This pack requires Windows 3 and contains over 45 games. Includes: Lucas; Brick; MB; Moku; Mr Mind; Taipei; Winkper; Yacht; Alien-F; Bang Bang;

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SHAREWARE PACK 18 (Murder & Mystery) £10.00
This pack contains five great graphical adventure games for those with murder in mind. Includes: Hugo's House of Horrors; Hugo II - Whodunit?; Hugo III - Jungle of Doom; Last Half of Darkness; Dracula in London. These games require an EGA or VGA colour monitor and are highly graphical but do require some typing of words.

SHAREWARE PACK 19 (Junior Educational) £11.00
This pack contains many educational programs suitable for children from 5 years to 11 years old. Includes: Mathmaster; Dad's Choice; Math Practice; Memory; Save the Planet; Mathtest; Mom's Math; What's the Problem; Mighty Math; Animated Memory Game; Animated Math; and Animal Quest. The last 3 programs require an EGA or VGA monitor, the others require a CGA, EGA or VGA monitor.

SHAREWARE PACK 22 (DOS Tutors) £12.00
This is a collection of DOS tutors, reference text files and utilities ranging from the very simple to the extremely hard. Includes: Tutor Dos; PC Prompt; Tutor Com; Dos Help; GCSE Computers; Dos Practice; Dos Manual; Quikhelp; File Exit; Help Dos; Dos Summary;

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Dosea - Absolute Beginners; Dosea for MSDos 5; and Dosea 6.

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This is a collection of 8 games for colour EGA or VGA monitors. It consists of: Jill of the Jungle; Mike Rock 1; Lavacup; Kilobaster; The Orion Odyssey; Solitite; Ladder Man; and Keen Dreams.

SHAREWARE PACK 24 (Great EGA Games) £11.00
This is a collection of 13 games for colour EGA or VGA monitors. It consists of: Crusher; Green; Catacomb Abyss; World Empire; EgaTrek; Intra Galactic Battles; Oilcap; Dodgem; Robomaze 3; Tile Match; Kalaha; Leong; and Palanda.

SHAREWARE PACK 25 (VGA Games) £11.00
This is a collection of 7 games for colour VGA monitors. It consists of: Death Watch; Capture the Flag; Corncob 3D; Doublink; Galactix; Moraff's Escapade; and Phylax.

SHAREWARE PACK 27 (Windows Waves) £11.00
This pack contains over 100 WAV files and lots of WAV utilities, such as VOC to WAV converter, AdLib WAV player, drag and drop WAV player, etc. This pack requires Windows 3.1.

SHAREWARE PACK 28 (Junior Educational) £11.00
This pack contains many educational programs suitable for children from 5 years to 11 years old. Includes: Math Workout; Math Castle; Dinosaur Database; Melissa's Music Flashcards; Gooool Review; Gooool Math Games; Logo Graphics; Wordrix; Flags of the World; Algebrax; and Flags.

Requires EGA or VGA monitor.

SHAREWARE PACK 30 (Windows Games) £11.00
This pack requires Windows 3.x and contains over 30 games. Includes: Ant Farm; Atmoids; Bandit; BattleSat; Blitzter; Block Breaker; Button Madness; Dice; GNU Chess; Gattling; Hop; IQ Test; Ico Frite; Lander; Landmine; Puzzle; Slide; Space Walls; Termite; Tic-Tac-Toe; Triplets; WinJack; WinTris; WinWheel; Window Craps; Wormwar; Mines; Checkers; Icon Hunt; Simon; Patience; Accordion; MLC Guessit; and Brain Games.

SHAREWARE PACK 31 (Soundblaster) £11.00
This pack contains a mixture of programs and music files for your SoundBlaster board. Includes: Musician 1 (music composing); Modplayer (plays MOD files, requires 386 or better machine); JPlayer (plays MOD files); Drumbaster (electronic drum machine); Trakblaster (plays MOD files); and many sample MOD music files for you to try out. This pack requires the SoundBlaster board, a 286 or better machine and a VGA monitor.

SHAREWARE PACK 32 (Soundblaster Demos) £13.00
This pack contains many stunning demos for computers equipped with a Soundblaster board. The music and visual content are both excellent. Titles include: xmas256; groan; land; inspdemo; jldemo; tztchono; vega; wetdream; puttag; mental-s; rebellun; spacelun; vectordemo; and yardemo. This pack requires the SoundBlaster board, a 286 or better machine and a VGA monitor. This pack is only available on 3.5 inch disks.

SHAREWARE PACK 33 (Soundblaster Demos) £13.00
This pack contains many stunning demos for computers equipped with a Soundblaster board. The music and visual content are both excellent. Titles include: comly; cronolog; dreamteam; bugs bunny video; collapse; comodemo; dragon; fishro; vicky; vv; balmania; coldcut; friday the 13th; and meat. This pack requires the SoundBlaster board, a 286 or better machine and a VGA monitor. This pack is only available on 3.5 inch disks.

SHAREWARE PACK 34 (Demo Games Pack) £11.00
This pack contains many games demos. They are ALL PLAYABLE to some extent - some will not save, some have only a few levels and some play for only 10 minutes. Most require a 286 or better machine and a colour VGA monitor. Titles include: Out of this World; Christmas Lemmings; Lemmings; Covox level Lemmings; Prince of Persia; McArthur's War; IFR Flight Simulator; Indiana Jones and the Fate of Atlantis; Falcon 3D simulator; Rick Dangerous 2; and Freaking Fuzzballs. Well worth having this collection even though they are demo versions. This pack is only available on 3.5 inch disks.

SHAREWARE PACK 35 (Tetris Mania) £11.00
This pack contains lots of Tetris type games for those of you who cannot get enough of them. Includes: Atomic Tetris; Blox; Columns; Columns; Double Blocks; Doublink; Egnit; Fallouts; Fence; Flipdrop; Frac; Kentris; Netris; Notrus; Quattris; Rammer; Ropo; Soviet; Tetrastris; Towerx; Wordrix; Xetris; Zentris; and more. Most of these games require a VGA monitor and a hard disk.

SHAREWARE PACK 36 (Kid's Educational 2) £13.00
This pack is suitable for children aged 3 to 7. Contains: Animate Alphabet; Baby Keys; Dressup; Animated Words; Fun with Letters & Words; Preschool Playpak; ABC Funkeys; Addit; Flashcard Arithmetic; Shapes & Letters; Shoot the Letters; Katie's Clock; and Fun Face. Requires an EGA or VGA monitor and most require a mouse.

SHAREWARE PACK 37 (Kid's Educational 3) £13.00
This pack is suitable for children aged 3 to 7. Contains: Danny's 1st program; 123 Talking Teacher; Counting shapes; Spark's adding game; Crayon Box; Musical Paint Brush; and 18 more great programs. Requires an EGA or VGA monitor and most require a mouse.

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On the first of May it was exactly 153 years since the first postage stamp went on sale. This is just one of many reasons

why you might feel inspired to write to Wordprocessor. Others might include a near fanatical desire to see your name in print or your inability to resist the temptation of winning a piece of software.

Ultimate RPG

I HAVE A 486DX33 and I am looking for an RPG, one like *Ultima 7*, but do not have a lot of experience with them. I am looking for one which is more of an interaction and adventure than an all out puzzle solving as they get the better of me. I was thinking of *Ultima 6*, please can you help.

Carl Cullen, Wythenshawe.

The games most like *Ultima 6* or *7* are *Ultimas 1-5* plus some of the SSI D&D games. However if you're looking for something of a more interactive/adventure style (and something to show off your PC a bit more) then check out *Ultima Underworld 1* or *2* or *Eye Of The Beholder 1* or *2*. Ed.

Phone Groan

CONGRATULATIONS ON YOUR new magazine, the content and the format were quite refreshing - a couple of gripes though.

The competition - a bloody 0891 number - not content with a cover price twice as much as the excellent *Personal Computer World* (part of the same publishing group as your new mag - probably part of the same flaming office) you want money from people just to enter!!!! What's your rake-off from all of this, a goodly sum I shouldn't wonder.

I bought your first issue with the hope of finding a magazine which only covered games and which might appeal to me. The content and style did, the price and the rip-off competition didn't! I'll look closely at the next before I buy it.

Neil Greatorex, Winchester, Hants.

There have been a few complaints about the phone line compo (though a lot of entries too). Although I understand the objection to paying to enter a competition we don't have the facilities in the office to deal with 100 entries a day which, due to the value of the prize, the phone compo was getting. There are other (postal) competitions within the magazine and there will be more of these in the future. Only through a phonline competition could we

offer a prize worth over £1200. The money from the compo goes towards the cost of the prize and the administration costs of the company who organise the competition so no, we don't make a goodly sum from it. Oh and incidentally, we haven't published PCW for 10 years. Ed.

Mind Boggled

HOW MIND-BOGGLINGLY splendid it is to find a computer playthings journal that you can read without having to disengage several important areas of your brain, or reach for your Oxford Handy Dictionary of Non-Existent Words. "Yeah, this is a brillo fab game for all you mega graphics anim freaks..." And you seem to have a ripened sense of humour, which is mind-bogglingly splendid too. How you managed to avoid witticisms about hard drives and floppies I shall never know.

I have two grievances, to be honest about it. Firstly, your reviews give no indication of games

having a two-player mode. Come on, admit it, it's the addictive bit in games like *Star Control 2*, and you can also be sociable with your chums.

Secondly, the picture of David McCandless makes him look like the lead guitarist of The Lemon Trees, which I'm sure he isn't in actuality. If he is, could I ask if he's miffed by "The Way I Feel" not making the top ten?

Keep it up, as the actress said to the politician.

H.P. Organthruster, Cat's Bottom, Norfolk.

Er... thanks. I think. Macca was unable to comment on his supposed likeness to The Lemon Trees guitarist because he was in the studio working on a new album. Ed.

Mega

I WAS WONDERING if you could perhaps answer a couple of questions:

1. If and when Amstrad will be bringing out a 486 version of the Mega PC.

2. If there is any chance the Amiga game *The Chaos Engine* will be converted to PC.

Alex Fitch, Leamington Spa, Warwickshire.

1. Amstrad have no plans to release a 486 version of the Mega PC.

2. Work on converting *The Chaos Engine* has just started and the game should see the light of day around Christmas time.

One out of two aint bad. Ed.

Bozz Off

I HAVE RECENTLY set up in business writing shareware for the PC and would be interested in any ideas your readers may have. Perhaps there is a certain type of program they think is lacking in the shareware market or they may have a good idea for a game they would like to see available.

Senders of any ideas that are used will receive free copies of the finished software. They might also receive free copies of other BOZZ shareware, BOZZ software money-off vouchers or a cheque as thanks for their participation.

If any readers do have ideas they should send them to BOZZ Software (ID), 71 Burlington Rd, Blackpool, Lancs, England, FY4 1JS.

David Barton, Blackpool, Lancashire.

Will there also be a reward for the first person to guess what BOZZ stands for? Ed.

England Their England

VERY SMART ALL letters in your first issue being from the England World Cup squad. A pity to use B. Moore in view of his recent demise. But seriously a good mag. I shall subscribe. Are there any flight sim clubs? Or any keen flight sim gamers in East Anglia please drop me a line.

Colin Lewsey, Hawkedon, Suffolk.

Our letters pages are written very early in the magazine's schedule, at the time we wrote issue 1's letters (in early January) we were unaware that Bobby Moore was ill. Sorry to anyone who found this in poor taste. East Anglian flight sim buffs keen to drop you a line will be hampered by the fact that you didn't actually enclose your full address. Ed.

LETTER OF THE MONTH

Each month there's a piece of software for the month's best letter. Not exactly a hotly contested field this month (is this the land of Keats and Milton?) so we just picked a name out of a hat.

Beacon Of Hope

On my recent visit to Mindscape here in the UK, I noticed a letter in your magazine concerning my "non-existence".

Mindscape kindly gave me the opportunity to put the record straight. After the release of my first typing tutor I became, if modesty allows me to say, somewhat of a celebrity. The trappings of fame soon became quite a burden and I felt I should "disappear" for a while to retain a degree of privacy and to devote myself to improving my typing tutor to even greater heights.

The time since my last public appearance has left me fully refreshed and keen to re-emerge into the public eye.

With this in mind I am planning a completely revamped 90's edition of *Mavis Beacon Teaches Typing* for release later in 1993.

Please reassure my devoted and worried fans that, despite the rumours, I am still very much in existence and will re-appear again in 1993.

Unlike Elvis, any sightings of myself in supermarkets etc. do confirm that I am a real person so watch out for me and if you see me in the checkout queue say "Hi"!

Mavis Beacon, c/o Burgess Hill, West Sussex.

Mavis lives! A cause for celebration across the country. I was slightly worried that such an icon of the keyboard should have made two typing errors but I'm sure you'll soon be back in the swing of things. It's great to have you back ma'am. Ed.

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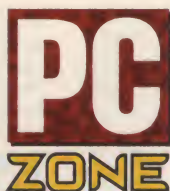
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BUYER'S GUIDE



ACTION

ACTION/
ADVENTURE

ADVENTURE

BEAT 'EM-UP/
HACK 'EM-UP

BOARD, TABLE,
CARD & CASINO

CHESS

COMPILATION/
DOUBLE PACK

DRIVING/
MOTOR RACING

FLIGHT, SUB
& TANK SIMS

KIDS' STUFF

PLATFORM

PUZZLE

ROLE PLAYING
GAMES

SERIOUS
SOFTWARE

SHOOT 'EM-UP

SMUT

SPACE COMBAT
& STRATEGY

SPORT

STRATEGY

WARGAMES

It's not an easy life you know, being a computer games publisher. You might think it's a bit of a cushy number, but it's not. I mean, just consider some of the problems you have to face. You have to make sure that your wares are wholesome and suitable for young and old minds alike. It's really heartbreaking when you come down for breakfast in the morning and open up your copy of *The Scum* to be greeted by headlines like 'Games-Mad Granny: 89 year old pensioner goes on the rampage after playing video games'. Then there's piracy! How do you stop your games getting ripped off by ten year old criminal masterminds heading up multi-national networks dealing in illicit copies of *Absolutely the Last Ninja*? So, after you've paid your legal costs, allowed for ridiculous losses because of the recession and put a down payment on a Ferrari, you're practically on the poverty line. That's why we are appealing to you to donate generously to this needy cause. If every reader of this magazine went out and bought a game today, we would soon see an end to the most pressing tragedy of the nineties: no more free lunches for games publishers (or, more importantly, games reviewers).

How you can help!

In the following pages you will find a list of currently available games. All of these games are priced very reasonably considering the dire financial situation in which purveyors of computer games find themselves. Making a donation to this worthy cause is easy, just follow the steps below.

1 Below we have printed a list of currently available games. Unlike certain guides we could mention, we won't sing the praises of a game, get you all worked up and then admit that you can't actually get it for love nor money, which is a lot of bloody use isn't it? Some people, I don't know!

2 We've listed the games in helpful categories, thus ensuring that your choice is ideally suited to your personal needs and desires. This service is entirely free and doesn't affect your statutory rights.

3 One game from each category is highlighted for your special attention. These games merit an individual mention because (a) they're such a load of old cobblers, they have to be seen to be believed, (b) an attractive PR girlie/gorgeous hunk of a beefy PR man* flashed her/his pearly whites at us, or (c) they're actually pretty damn good.

4 We've also selected one section which we've expanded to include a little bit of extra information of each of the listed games.

5 If a particular title tickles your fancy, then simply follow these simple steps: (i) take a note of the publisher; (ii) look up its number in the terribly handy phone list on this page; (iii) dial the number, wait for a reply and the following conversation will ensue: 'Hello, Megasoftware, how can I help you?' 'Look 'ere mate, I've seen your game listed in the best PC games reference guide in the world...' 'Oh, you mean the one in *PC Zone*?' 'Yeah that's the geezer. Well it sounded ****ing good, so I thought **** me backwards, I'll **** well 'ave a ***** bit of that.'

6 Now complete the transaction, by arranging payment via your credit card, or obtaining a list of your friendly local software vendors, and the game will soon be yours.

7 Don't practice vivisection, help old ladies across the road, avoid eating ear wax, and buy *PC Zone* every month or we won't speak to you ever again.

*Delete as applicable, or for a completely non-sexist issue, leave blank.

PHONE LIST

Here we have possibly the most scintillating bit of the Buyers Guide, the 'phone list. You'll notice that many of the numbers are the same, but don't worry, it's not a misprint, many of these companies are distributed through another company in the UK, and where this is the case we've printed the number of the distributor, and the name of the distributor in brackets. Happy 'phoning.

360 (Electronic Arts) 0753 549442	Loricels (Digital Integration) 0276 684959
Access (US Gold) 021 625 3388	Lucasfilm (US Gold) 021 625 3388
Accolade 081 877 0880	MicroProse 0666 504326
Addictive 081 804 8100	Microvalue 0661 860260
Alternative 0977 797777	Millennium (Electronic Arts) 0753 549442
Beau Jolly 0737 222003	Mindcraft (Electronic Arts) 0753 549442
Blue Byte (Kompakt UK Ltd) 0727 868005	Mindscape 0444 246333
Broderbund (Electronic Arts) 0753 549442	Mirage 0260 299909
Coktel Vision (Digital Integration) 0276 684959	New World Computing (US Gold) 021-625 3388
Codemasters 0926 814132	Novalogic (US Gold) 021-625 3388
Colorado Technologies (Kompakt UK Ltd) 0727 868005	Ocean 061 832 6633
Core Design 0332 297797	Origin (Electronic Arts) 0753 549442
CP Software 0993 823463	Oxford Softworks (Kompakt UK Ltd) 0727 868005
Cyberdreams (Mirage) 0260 299909	Psygnosis 051 709 5755
D&H Games 0462 816103	Readysoft (Entertainment International) 0268 541126
Daze Marketing 071 3282762	Renegade 071 702 3643
Delphine (US Gold) 021 6253388	Sierra On-Line 0734 303322
Digital Integration 0276 684959	Simarils (Daze Marketing) 071 328 2762
Disney Software (Infogrames) 071 738 8199	The Software Business 0480 496497
DMI 0753 686000	SSG (Electronic Arts) 0753 549442
Domark 081 780 2222	SSI (US Gold) 021-6253388
Dynamix (Sierra On-Line) 0734 303322	Storm (Sales Curve) 071 585 3308
Electronic Arts 0753 549442	Storm Computers Ltd (Kompakt UK Ltd) 0727 868005
Empire (Entertainment International) 0268 541126	Titus 071 700 2119
Flair Software (Microvalue) 0661 860260	Ubi Soft 081 343 9055
Impressions 071 3512133	US Gold 021 623388
Interplay (Electronic Arts) 0753 549442	Virgin Games 081 962255
Interneccine (Kompakt UK Ltd) 0727 868005	Zeppelin 091 385 7755
Infogrames 071 7388199	
Konami 081 429 2446	

BUYER'S GUIDE

CLASSIC ACTION



WRATH OF THE DEMON (EMPIRE, £34.99)

Readysoft took a new direction when it released this collection of animated sub-games. There's nothing really new or terribly original in this save-the-absolutely gorgeous

princess-from-the-horrible, nasty demon quest, but it does manage to marry some extremely playable games with brilliant animation and still graphics. The game as a whole is by no means perfect, but it is certainly a far better buy than any of the *Dragon's Lair* and *Space Ace* games.

CLASSIC ACTION/ADVENTURE



THE IMMORTAL (ELECTRONIC ARTS, £29.99)

Some people will argue that this game should come into the RPG category, but it does have strong action adventure elements, so here it is. Look

at still screenshots and you'll see an unremarkable isometric 3D action adventure. See it all in motion and you'll appreciate that what had most critics raving about this game was the excellent animation. It's not quite up to the *Prince of Persia* standard, but this game does have more depth to compensate for that. Recommended.

CLASSIC ADVENTURE



CRUISE FOR A CORPSE (DELPHINE, £30.99)

All attempts to introduce a graphical element into adventure games prior to *Future Wars* had been half-hearted affairs, so when Delphine did away with reams

of text, the graphic adventure became a force to be reckoned with. Then came *Cruise for a Corpse*. The quality of the artwork had improved tremendously and the action was broken up with nicely animated cut-scenes. Topped off with character scaling and an improved interface, this game is a landmark that needs checking out.

CLASSIC BEAT'EM-UP/HACK'EM-UP



INTERNATIONAL KARATE (ADDICTIVE £4.99)

Beat 'em-ups were very much in favour during the eighties, and there was a noticeable tendency for developers to try and outdo each other by making their games

increasingly complicated. It eventually got to the stage where the games were virtually unplayable due to the joystick/keyboard athleticism required. There were but one or two games that actually deserved the status of classic, and *International Karate* is top-most amongst them. Worth adding to your collection.

ACTION

Bradley gritted his teeth and reached for his whip. By god it hurt. But Bradley was no ordinary man, with a flourish he leaped across the yawning chasm and raced towards the screaming girl lashed to the railway line, even as the ominous black engine steamed towards her. Beside the tracks the evil crone cackled an evil cackle, and grinned an evil grin. 'Fear not, my lovely,' boomed Bradley, 'Bradley is here.' 'Bugger off' croaked the crone, 'I can handle her on my own, and how many times do I have to tell you, don't call me lovely.'

Airborne Ranger (MicroProse, £25.53)
Alcatraz (Infogrames, £30.99)
All Dogs Go To Heaven (Readysoft, £29.99)
Aquatic Games (Millennium, £25.99)
Dragon's Lair 2 (Readysoft, £39.99)
Dragon's Lair 3 (Readysoft, £39.99)
Dynablast (Ubi Soft, £34.99)
Elvira - The Arcade Game (Flair Software, £25.99)
Exterminator (Audiogenic, £25.99)
Guy Spy (Readysoft, £34.99)
Indiana Jones And The Fate Of Atlantis - The Action Game (Lucasfilm, £30.99)
Life And Death (Mindscape, £19.99)
Life And Death II (Mindscape, £19.99)
Offshore Warrior (Titus, £9.99)
Paperboy 2 (Mindscape, £25.99)
Robocop III (Ocean, £29.99)
The Rocketeer (Disney, £30.99)
The Simpsons (Ocean, £29.99)
Space Ace (Readysoft, £44.99)
Space Ace 2 (Readysoft, £39.99)
Terminator II (Ocean, £29.99)
Titan (Titus, £9.99)
Viz (Virgin Games, £25.99)
Voifed (Empire, £25.99)
Wacky Funsters (Accolade, £19.99)
THIS MONTH'S CLASSIC:
WRATH OF THE DEMON (READYSOFT, £34.99)
(See box-off for review)
Wreckers (Audiogenic, £29.99)

ACTION/ADVENTURE

Bradley gritted his teeth and pushed on through the dank jungle. He'd been travelling non-stop for days, a vicious wild cat constantly at his heels. Through swamp and desert he'd come with the tireless beast ever behind him. It was some days later that the overpowering smell revealed to him the awful truth of his situation. The poor thing, taking a playful swipe as Bradley had passed, must have got its paw caught in his boot laces. It had managed to keep up by hopping for the first couple of miles, but after that...

Alone in the Dark



Alone in the Dark (Infogrames, £44.99)
Captive (Mindscape, £25.99)
Captive Map Generator [Requires *Captive*] (Mindscape, £8.99)
Covert Action (MicroProse, £40.86)
D-Generation (Mindscape, £19.99)
Demon Blue (Microvalue, £9.99)
Eye Of Horus (Addictive, £2.99)
Free DC (US Gold, £34.99)
Hook (Ocean, £34.99)

THIS MONTH'S CLASSIC:

THE IMMORTAL (ELECTRONIC ARTS, £29.99)
(See box-off for review)
Inca (Coktel Vision, £44.99)
Infestation (Psygnosis, £9.99)
Maya (Addictive, £9.99)
Munsters (Alternative, £7.99)
Vell Of Darkness (US Gold/SSI, £35.99)
The World of the Trolls (Microvalue, £25.99)
Whales' Voyage (Microvalue, £29.99)

ADVENTURE

Bradley gritted his teeth and considered his predicament again. Then, after hours of agonising, the solution suddenly hit him. By god it hurt. He should have kept the waterlogged hat he'd found at the fork just after the troll, then he could have used that to put out the fire, and used the resulting charcoal to draw a pentacle on the floor which would have warded off the triple-headed beast from the fourth dimension. Shit, now he'd have to retrace his steps all over again, and his tea was going to be ready in about half an hour.

Amazon (Access, £45.99)
An American Tail (Accolade, £29.99)
Bat 2 (Ubi Soft, £39.99)
Conquest Of The Longbow (Sierra On-Line, £39.99)
Crime City (Impressions, £29.99)
THIS MONTH'S CLASSIC:
CRUISE FOR A CORPSE (DELPHINE, £30.99)
(See box-off for review)
Darkseed (Cyberdreams, £39.99)
Eternam (Infogrames, £35.99)
Gateway (Accolade, £34.99)
Heart Of China (Dynamix, £39.99)
Hitchhikers Guide to the Galaxy (Virgin Games, £9.99)
Home Alone II (Accolade, £29.99)
Indiana Jones And The Fate Of Atlantis - The Adventure Game (Lucasfilm, £37.99)
Kings Quest IV (Sierra On-Line, £29.99)
Kings Quest V (Sierra On-Line, £44.99)
Kings Quest VI (Sierra On-Line, £44.99)
Loom (Lucasfilm, £35.75)
The Lost Files Of Sherlock Holmes (Electronic Arts, £39.99)
Lure of the Temptress (Virgin Games, £35.99)
Martian Memorandum (Access, £40.99)
Operation Stealth (Delphine, £30.64)
Planets Edge - The Point Of No Return (New World Computing, £40.99)
Police Quest 1 - In Pursuit of the Death Angel (Sierra On-Line, £29.99)
Police Quest 2 - The Vengeance (Sierra On-Line, £29.99)
Police Quest 3 - The Kindred (Sierra On-Line, £39.99)
Quest for Glory 1 (Sierra On-Line, £39.99)
Quest for Glory 3 - Wages of War (Sierra On-Line, £39.99)
Ringworld (Accolade, £39.99)
Rise Of The Dragon (Dynamix, £39.99)
The Secret Of Monkey Island 2 - Le Chucks Revenge (Lucasfilm, £35.99)
Shadow Of The Comet (Infogrames, £39.99)
Sherlock Holmes I [CD] (Mindscape, £59.99)
Sherlock Holmes II [CD] (Mindscape, £59.99)
Space Quest 1 - The Sarien Encounter (Sierra On-Line, £39.99)
Space Quest 4 - Roger Wilco and the Time Rippers (Sierra On-Line, £39.99)
Space Quest 5 (Sierra, £39.99)
Star Trek: 25th Anniversary (Electronic Arts, £34.99)
Waxworks (Accolade, £34.99)

Willie Beamish (Dynamix, £39.99)
Zork (Virgin Games, £9.99)
Zork II - The Wizard of Frobozz (Virgin Games, £9.99)
Zork III - The Dungeon Master (Virgin Games, £9.99)

BEAT 'EM-UP/HACK 'EM-UP

Bradley gritted his teeth and looked his assailant in the eye. 'I ought to warn you', he said, advancing on the black clad ninja, 'that I am a twelfth dan, trained by past masters in the deadly twin arts of Origami and Bonsai, and my hands are deadly weapons.' At least, he should have said that, but thanks to an unseen piece of scaffolding protruding at waist height (or thereabouts) his actual words were 'I ought to warn you that I am a ... oooff!'

Blade Warrior (Zeppelin, £7.99)
Budokan (Electronic Arts, £10.99)
Deathbringer (Empire, £25.99)
Double Dragon (Virgin Games, £9.99)
Double Dragon II (Virgin Games, £9.99)
Golden Axe (Virgin Games, £9.99)
International Karate (Addictive £4.99)
Knight Force (Titus, £9.99)
Kung-Fu Warrior (Addictive, £9.99)
Madshow (Addictive, £2.99)
Manhattan Dealers (Addictive, £2.99)
Metal Mutants (Silmarils, £10.99)
Moonstone (Mindscape, £30.99)
Ninja Rabbits (Microvalue, £9.99)
THIS MONTH'S CLASSIC:
INTERNATIONAL KARATE (ADDICTIVE, £4.99)
(See box-off for review)
Pitfighter (Domark, £28.99)
Sword Master (Silmarils, £12.99)
Wild Streets (Titus, £9.99)

BOARD, TABLE, CARD & CASINO

Bradley gritted his teeth, smiled at the intent faces gathered around the card table and looked furtively at his hand. It didn't look good. Then he looked at his cards. They were even worse. Okay, so he was a greenhorn at this game, but he wasn't about to let them take his shirt. Slowly the hands were lowered to the table, 'a pair of queens,' 'full house'. The third man chuckled, 'Royal flush'. 'Ah ha', shouted a triumphant Bradley, 'Snap!'

Arcade Fruit Machine (Zeppelin, £7.99)
Backgammon (Addictive, £4.99)
Blackjack (Addictive, £4.99)
Bridge Player 2150 Galactic (CP Software, £30.60)
Casino (Accolade, £29.99)
Casinos Of The World (Accolade, £34.99)
Deluxe Trivial Pursuit (Domark, £29.99)
Heroquest (Gremlin, £11.99)
THIS MONTH'S CLASSIC:
GO SIMULATOR (INFOGRAMMES, £30.99)
(See box-off for review)
Hong Kong Mah Jong (Electronic Arts, £29.99)
Hoyle's Book of Games (Sierra On-Line, £39.99)
Hoyle's Book Of Games 3



(Sierra On-Line, £39.99)
Lots-O-Slots (Accolade, £14.99)
Micro Bridge Companion [Requires Windows] (Mindscape, £34.99)
Omar Sharif's Bridge (Oxford Softworks, £39.99)
Poker (Accolade, £14.99)
Ragnarok (Mirage, £39.99)
Theatre of War (360, £34.99)

CHESS

Bradley gritted his teeth and glared at Spassky, then just for good measure, he kicked him under the table. Spassky stayed cool, and after a moment's thought, he executed a completely unexpected move and uttered a resounding 'Check!' 'Bugger', thought Bradley, as he suddenly realised that the triple jump to crown he'd just spotted wasn't entirely appropriate for this game.

Battlechess (Electronic Arts, £10.99)
Battlechess [Windows] (Electronic Arts, £34.99)
Battlechess II (Electronic Arts, £29.99)
Battlechess 4000 (Electronic Arts, £34.99)
Chess Champion 2175 (Oxford Softworks, £30.99)
THIS MONTH'S CLASSIC:
THE COMPLETE CHESS SYSTEM (OXFORD SOFTWORKS, £34.99)
(See box-off for review)
Chessmaster 3000 (Mindscape, £35.99)
Chessmaster 3000 Multimedia [CD] (Mindscape, £44.99)
Grandmaster Chess (Accolade, £34.99)
Grandslam Bridge II (Electronic Arts, £39.99)

COMPILATION/DOUBLE PACK

Bradley gritted his teeth and banked his F-16 steeply towards the approaching MiG. 'Hmm,' he thought, 'I've just got time to get on my mobile and do a bit of wheeling and dealing in the financial markets.' But, alas, no sooner had the thought been than a stray missile caught him up his tail-pipe and sent him spiralling down towards the soccer stadium below. Even dragging his parachute behind him he was able to put the ball in the net just before the final whistle.

5 Intelligent Strategy Games (Oxford Softworks, £29.99)
360 Compilation (Mindscape, £59.99)
The Adventurers (Core Design, £34.99)
Air Commander (Ubi Soft, £39.99)
Air, Land and Sea (Electronic Arts, £39.99)
Antheads & It Came From The Desert (Beau Jolly, £12.99)
Arcade 1 (Addictive, £2.99)
Arcade Bonanza (Addictive, £4.99)
Award Winners (Empire, £29.99)
Bard's Tale Trilogy (Electronic Arts, £39.99)
The Big 100 (The Software Business, £29.99)
Bitmap Brothers Volume 1 (Renegade, £29.99)
Casino Games Pack (Mindscape, £49.99)
CD Games Pack II (Mindscape, £89.99)
Club Casino (Addictive, £2.99)
Combat Classics (Empire, £34.99)
Excellent Games (Alternative, £14.99)
Fantastic Worlds (Ubi Soft, £34.99)
Fantasy Pak (Addictive, £4.99)
Fantasypak (Simarlis, £29.99)
Games Compendium (Addictive, £2.99)
The Greatest (Beau Jolly, £35.99)
Head To Head (Domark, £39.99)
Magic Worlds (Simarlis, £25.99)
Master Blaster (Addictive, £2.99)
Maze Adventure (Addictive, £4.99)
Mega Collection Compilation



(Microvalue, £12.99)
Nicks Picks (Sierra On-Line, £79.99)
Olympiad Collection (Microvalue, £9.99)
PC Games Collection (Domark, £39.99)
Powerpack II (Beau Jolly, £34.99)
Pro-League Baseball (Addictive, £4.99)
Psycho Soccer's Selection (Ubi Soft, £34.99)
Rocket Ranger & TV Sports Football (Beau Jolly, £12.99)
Sim City/Populous (Infogrames, £34.99)
Space Battles (Addictive, £4.99)
Sporting Gold (US Gold, £30.64)
Sports Best (Loricels, £24.99)
Sports Masters (Empire, £34.99)
Sports Spectacular (Addictive, £2.99)
Strategy Games (Addictive, £4.99)
Strategy Masters (Ubi Soft, £34.99)
Strike Force (Addictive, £2.99)
The Three Stooges & King Of Chicago (Beau Jolly, £12.99)

THIS MONTH'S CLASSIC:
AWARD WINNERS (EMPIRE, £29.99)
(See box-off for review)

DRIVING/MOTOR RACING

Bradley gritted his teeth and slammed his foot down on the pedal, sending a shower of grit spraying out from the back wheels. 'Hmmm,' he mused, wondering what had gone wrong. Then he took the handbrake off and the car began to move forward as well. His navigator sank lower in his seat as they approached the first hairpin bend. 'Left,' he screamed, 'left, LEFT!' 'Sorry old bean,' replied Bradley, 'is that left from the direction we're facing, or left from the direction we're travelling?'

4D Sports Driving Classic (Mindscape, £19.99)
African Trail Simulator (Addictive, £9.99)
THIS MONTH'S CLASSIC:
CAR AND DRIVER (ELECTRONIC ARTS, £39.99)
(See box-off for review)
Chicago '90 (Addictive, £2.99)
Crazy Cars 2 (Titus, £9.99)
Crazy Cars 3 (Titus, £29.99)
Grand Prix (MicroProse, £44.99)
Grand Prix 500 (Addictive, £2.99)
Grand Prix Unlimited (Accolade, £34.99)
Highway Patrol II (Addictive, £2.99)
Hot Rubber (Titus, £9.99)
Indy 500 (Electronic Arts, £29.99)
Ivan 'Iron Man' Stewart's Super Off Road Racer (Virgin Games, £9.99)
Karting Grand Prix (Addictive, £2.99)
Mario Andretti's Racing Challenge (Electronic Arts, £29.99)
Stunt Driver (Digital Integration, £14.99)
Test Drive II: The Collection (Accolade, £34.99)
Turbo Outrun (US Gold, £30.64)



FLIGHT, SUB & TANK SIMS

Bradley gritted his teeth as his harrier approached the deck of the carrier. 'Funny,' he thought, 'why are the deck crew all going for a swim at this time of the year.' Then he noticed a funny man with a pair of luminous sticks waving frantically at him. 'How friendly,' muttered Bradley and waved back at him, just as his wing clipped the top of the conning tower. 'Whoops!' said Bradley.

688 Attack Sub (Electronic Arts, £29.99)
A-10 Tank Killer (Dynamix, £39.99)
Abrams Battle Tank (Electronic Arts, £29.99)
Aces of the Pacific (Dynamix, £39.99)
Aces of the Pacific Mission Desk [Requires Aces of the Pacific] (Sierra On-Line, £24.99)
Aces Over Europe (Dynamix, £44.99)
Aircraft And Adventure Factory [Flight Simulator IV add-on] (Digital Integration, £39.99)
Atac (MicroProse, £44.99)
ATF II (Digital Integration, £9.99)
AV8B Harrier Assault (Domark, £39.99)
B-17 Flying Fortress (MicroProse, £44.99)
Birds Of Prey (Electronic Arts, £39.99)
Blue Max (Mindscape, £19.99)
Campaign (Empire, £39.99)
Chuck Yeager's Advanced Flight Trainer 2.0 (Electronic Arts, £10.99)
Comanche - Maximum Overkill (Novalogic, £45.99)
Das Boot (Mindscape, £19.99)
F-15 Strike Eagle (MicroProse, £22.47)
F-15 Strike Eagle II (MicroProse, £35.75)
F-15 Strike Eagle III (MicroProse, £44.99)
F-19 Stealth Fighter (MicroProse, £40.86)
F-29 Retaliator (Ocean, £34.99)
F-117A Stealth Fighter (MicroProse, £39.99)
Falcon (Digital Integration, £14.99)
Falcon 3.0 (MicroProse, £44.99)
Falcon 3.0 Mission Disk [Falcon 3.0 add-on] (MicroProse, £24.99)
Flight 685 [Flight Simulator IV add-on] (Digital Integration, £29.99)
Flight 701 [Flight Simulator IV add-on] (Digital Integration, £29.99)
Flight Of The Intruder (Digital Integration, £14.99)
Flight Planner [Flight Simulator IV add-on] (Digital Integration, £29.99)
FS Pro [Flight Simulator IV add-on] (Digital Integration, £29.99)
Grand Canyon [Flight Simulator IV Scenery Disk] (Digital Integration, £19.99)
Gunship (MicroProse, £35.75)
Gunship 2000 (MicroProse, £39.99)
Gunship 2000 Mission Disk [Requires Gunship 2000] (MicroProse, £24.99)
Harrier Jump Jet (MicroProse, £44.99)
Hawaii [Flight Simulator IV scenery disk] (Digital Integration, £19.99)
Heroes of the 357th (Electronic Arts, £34.99)
Interceptor (US Gold, £34.99)
Jetfighter 2 (US Gold, £24.99)
Jetfighter Special Edition (US Gold, £49.99)
Jump Jet (Addictive, £2.99)
Knights of the Sky (MicroProse, £40.86)
Lancaster (Addictive, £9.99)
LHX Attack Chopper (Electronic Arts, £39.99)
M1 Tank Platoon (MicroProse, £40.86)
Megafortress (Mindscape, £35.99)
Operation Sledgehammer [Requires Megafortress] (Mindscape, £19.99)
Pacific Islands (Empire, £34.99)
Red Baron (Dynamix, £39.99)
Red Baron Mission Desk [Requires Red Baron] (Dynamix, £24.99)
Red Storm Rising (MicroProse, £35.75)
Rescue 911 [Flight Simulator IV add-on] (Digital Integration, £29.99)
Secret Weapons of the Luftwaffe (Lucasfilm, £40.99)

CLASSIC BOARD, CARD & CASINO



GO SIMULATOR (INFOGRAMES, £30.99)
 Games originating in the Orient have been less successful than Western ones in attracting the attention of game developers, despite enjoying an increasing popularity over here. So, if you

enjoy them I'm afraid you're not going to be spoiled for choice. This attempt at capturing Go is okay and has plenty of options. Beginners will probably find it an ideal partner when learning, but expert players may find it a little lacking in challenge.

CLASSIC CHESS



THE COMPLETE CHESS SYSTEM (OXFORD SOFTWORKS, £34.99)
 After a recent trend towards chess games with graphical frills, but very little playing power, serious players may believe that chess simulation

developers have abandoned them. Fortunately *The Complete Chess System* has redressed the balance providing a perfect environment for the serious chess student. As well as 2D and 3D modes and a range of chessmen styles, it has a combination of strong play and an extensive database of grand master games. Highly recommended.

CLASSIC COMPILATION/DOUBLE PACK



AWARD WINNERS (EMPIRE, £29.99)
 This compilation struggled to make it as a classic simply because two of the games included - *Kick Off* and *Space Ace* - are interesting curiosities which won't hold

your attention for long. However, this deficiency is easily rectified, by the inclusion of *Populous* and *Pipemania*, both of which are well worth paying fifteen quid for. Be warned, both of these games have highly addictive properties and will have you sitting up till three o'clock in the morning.

CLASSIC DRIVING/MOTOR RACING



CAR AND DRIVER (ELECTRONIC ARTS, £39.99)

A very interesting addition to the plethora of driving simulations released last year. *Car and Driver* is presented like a performance car

magazine. There are many pages of text, pictures and technical specs to browse through, but unlike other magazines, you needn't just read and dream. Each of the featured cars can be taken for a simulated spin in one of several environments ranging from car parks, through interstate highways to racing tracks. Good fun.

BUYER'S GUIDE

CLASSIC FLIGHT, SUB & TANK SIMS



Not a flight simulation, but a chance to experience air transport from a controller's point of view. This is a very realistic simulation of air traffic control at major airports around the world.

There is simulated speech, although instructions to aircraft are given via the mouse and a simple menu system. Because it is realistic, the graphics aren't much to look at. Nevertheless, this is a strangely compulsive simulation which you'll come back to periodically.

CLASSIC KIDS' STUFF



If you consider that using computers efficiently is going to have to be second nature to 90% of children, if they are to stand any chance of finding something to do with their

lives other than joining an ever-lengthening dole queue, then it make sense that they can use traditional educational software and productivity software. **Cartooners** is a good first choice because most children find drawing fun, so by logical extension, creating their own cartoons will be even better.

CLASSIC PLATFORM



Fundamentally, there aren't many new features you can add to the age old platform game, but what makes the difference between a great platform game and a hum-

drum one is finding inventive ways of using old ideas. The two platform games the Bitmap Brothers have produced to date – *Gods* and *Magic Pockets* – are both teeming with inventive touches. Once you are in the game you'll begin to see why critics who didn't bother to play it properly got this game totally wrong.

CLASSIC PUZZLE



What do you do if you've got a set of *Mah Jongg* tiles, but you don't have three other people to play with? You play the solitaire variant of course. Removing pairs of tiles from a

complicated stack is what this game is all about. It's a simple principle, but fiendishly difficult to master. This game has two different modes of play and a variety of board styles, so it will keep your interest. In fact you will probably be up 'till all hours of the night in a state of bewilderment (probably that tab you took earlier).

PLATFORM

Bradley gritted his teeth and swung the grapple in a wide arc towards the balcony above him, almost causing himself a very nasty injury. On the next try, it caught, and the black-clad figure hauled himself slowly up the rope, fatigued from several hours effort. 'Great,' he thought, when he was safely on the balcony, 'one floor down, only forty-nine to go.' Three days, and several polite offers of cups of tea later, he finally reached the penthouse suite, and there, lying asleep on the bed, was his beloved. He reached quietly for his backpack and then recoiled in alarm. 'Oh bollocks,' he hissed, 'I've left the sodding Milk Tray in the van!'

Baal (Psygnosis, £9.99)
The Blues Brothers (Titus, £25.99)
Catch 'Em (DMI, £29.99)
Cool Croc Twins (Empire, £25.99)
Cool World (Ocean, £29.99)
Elf (Ocean, £29.99)
Fantasy World Dizzy (Codemasters, £9.99)
First Samurai (Ubi Soft, £30.99)
Gods (Renegade, £34.99)
The Gold Of The Aztecs (US Gold, £30.99)
Hammer Boy (Addictive, £9.99)
Helter Skelter (Audiogenic, £19.99)
Huckleberry Hound (Alternative, £9.99)
Kid Gloves 2 (Millennium, £25.99)
THIS MONTH'S CLASSIC:
MAGIC POCKETS
(RENEGADE, £30.99)
(See box-off for review)

PUZZLE

Bradley gritted his teeth and looked intently at the multicoloured cube he held in his hands. A few experimental twists demonstrated that he could be at this for a long time. A few more experimental twists indicated that he might be at this for a very long time indeed. 'There has to be an easier way,' he mused. Then the inspiration struck him. By prising the blocks apart with a screwdriver, he was able to reassemble the cube with all the colours in the correct place. 'So,' he said to himself smugly, 'this Rubik's Cube malarkey had a trick solution all the time, and nobody but me has realised!'

Archipelagos (Addictive, £2.99)
Atomino (Psygnosis, £34.99)
Boulderdash (Addictive, £2.99)
Boulderdash 2 (Addictive, £2.99)
Brix 2 (Addictive, £2.99)
Chips Challenge (US Gold, £25.99)
Creepers (Psygnosis, £39.99)
Contraptions (Mindscape, £19.99)
Emlyn Hughes Quiz (Audiogenic, £25.99)
Galactic Warrior Rats (Alternative, £7.99)
Goblins (Coktel Vision, £25.99)
Goblins (Coktel Vision, £29.99)
Hare Raising Havoc (Disney, £25.99)
Hare Raising Havoc [*Including The Disney Sound Source*] (Disney, £54.99)
The Humans (Mirage, £29.99)
The Legend of Myra (Grandslam, £29.99)
Lemmings (Psygnosis, £34.99)
Lemmings Double Pack (Psygnosis, £39.99)
Lemmings 2: The Tribes

(Psygnosis, £39.99)
Loopz (Audiogenic, £25.99)
Never Mind (Psygnosis, £9.99)
Pushover (Ocean, £29.99)
Puzzle (Ocean, £29.99)
Quadraten (Addictive, £2.99)
THIS MONTH'S CLASSIC:
SARAKON (VIRGIN GAMES, £19.99)
(See box-off for review)
Supaplex (Digital Integration, £7.99)
Super Tetris (MicroProse, £34.99)
Swap (Titus, £9.99)
Tetris (Infogrames, £24.99)
Ween (Koktel Vision, £34.99)
Wordtris (MicroProse, £34.99)
Zyconix (Accolade, £24.99)

ROLE-PLAYING GAMES

Bradley gritted his teeth and adjusted his breasts to a comfortable height before donning the helmet with the blonde wig attached. Yes, the Valkyrie was definitely for him. 'Tra la la la la la la, la la la la la,' he hummed as he strode into the dungeon. The rest of the party had already gone on ahead, but he soon made out their forms in the gloom. 'What does this do?' he asked, noticing something protruding from the wall. 'No,' cried his companions in unison, 'don't pull the leaaaaaagh...'



Bard's Tale Construction Set (Electronic Arts, £29.99)
Bard's Tale III (Electronic Arts, £10.99)
Buck Rogers Countdown To Doomsday (SSI, £34.99)
Buck Rogers 2: Matrix Club (SSI, £30.99)
Champions Of Krynn (SSI, £30.64)
Corporation (Core Design, £34.99)
Crystals Of Arborea (Silmarils, £10.99)
The Curse Of The Azure Bonds (SSI, £30.64)
Dark Half (Accolade, £29.99)
Darklands (MicroProse, £49.99)
The Dark Queen Of Krynn (SSI, £32.99)
Daughter Of Serpents (Millennium, £39.99)
Death Knights Of Krynn (SSI, £30.99)
Dragon Wars (Interplay, £29.99)
Dungeon Master (Psygnosis, £34.99)
THIS MONTH'S CLASSIC:
EYE OF THE BEHOLDER
(SSI, £30.64)
(See box-off for review)
Eye Of The Beholder (SSI, £30.64)
Eye Of The Beholder 2 – The Legend Of Dark Moon (SSI, £35.99)
Firekling (SSG, £29.99)
Forge Of Virtue (Electronic Arts, £19.99)
The Gateway To The Savage Frontier (SSI, £39.99)
Hard Nova (Electronic Arts, £29.99)
Heimdall (Core Design, £34.99)
Hillstar (SSI, £25.53)
The Immortal (Electronic Arts, £29.99)
Ishar (Silmarils, £29.99)
Legend (Mindscape, £30.99)
Legends Of Valour (US Gold, £39.99)
Lord Of The Rings (Electronic Arts, £34.99)
Magic Candle (Mindscape, £29.99)
Magic Candle II (Mindscape, £34.99)
Megatraveller 1 (Empire, £34.99)
Megatraveller 2 (Empire, £34.99)
Might And Magic 2
(New World Computing, £30.64)
Night And Magic 3 – Isles Of Terra
(New World Computing, £40.99)
Obitus (Psygnosis, £34.99)

Pool Of Darkness (SSI, £30.99)
Prophecy Of The Shadow (SSI, £32.99)
The Secret Of The Silver Blades (SSI, £30.63)
Shadow Sorcerer (SSI, £30.99)
Shadowlands (Krisalis, £34.99)
Space 1989 (Empire, £34.99)
Spell Jammer (SSI, £35.99)
The Summoning (SSI, £35.99)
Treasure Of The Savage Frontier (SSI, £32.99)
Twilight 2000 (Empire, £39.99)
Ultima Underworld (Origin, £39.99)
Ultima Underworld II (Origin, £44.99)
Ultima VI (Origin, £19.99)
Ultima VII (Origin, £39.99)
Valhalla (Storm Computers Ltd, £34.99)

SERIOUS SOFTWARE

Bradley gritted his teeth and tried to think of a displacement activity. 'Got it,' he exclaimed finally... Bradley gritted his teeth.

3D Construction Kit (Domark, £49.99)
Animals [CD] (Mindcape, £58.73)
Atlas Pack (Mindcape, £105.74)
Back Up Pro (Mindcape, £46.99)
Bannermania (Electronic Arts, £25.99)
Deluxe Paint Animation (Electronic Arts, £99.99)
Deluxe Paint II Enhanced (Electronic Arts, £99.99)
Diet Pro [Windows] (Mindcape, £34.99)
DS Recover Classic (Mindcape, £19.99)
DS Squeeze (Mindcape, £52.99)
Form Filler Gold (Mindcape, £82.24)
Groller Encyclopaedia 1991 [CD] (Mindcape, £346.63)
Intermission Version 3 [Requires Windows] (Mindcape, £41.11)
Kara Fonts (Electronic Arts, £49.99)
Laffer Utilities (Sierra On-Line, £34.99)
Mammals [CD] (Mindcape, £116.33)
Mavis Beacon Teaches Typing (Mindcape, £30.55)
Mavis Beacon Teaches Typing II (Mindcape, £35.99)
THIS MONTH'S CLASSIC: DELUXE PAINT II ENHANCED (ELECTRONIC ARTS, £99.99)
(See box-off for review)
Memory Mate (Broderbund, £44.99)
Mavis Beacon Teaches Typing Multimedia [CD] (Mindcape, £44.99)
The Miracle Piano Teaching System [Includes Electric Piano] (Mindcape, £299.99)
Multimedia Tarot [CD, Requires Windows] (Mindcape, £39.99)
The New Print Shop (Electronic Arts, £34.99)
Office Manager Classic (Mindcape, £19.99)
PC Globe (Electronic Arts, £39.99)
The Presidents [CD] (Mindcape, £117.44)
Reference Library (Mindcape, £117.44)
Rightpaint [Requires Windows] (Mindcape, £93.94)
Squeeze [Requires Windows] (Mindcape, £70.44)
Soundworks (Mindcape, £25.99)
Timetable of History [CD] (Mindcape, £116.32)
Toolworks Back Up Pro (Mindcape, £52.86)
Toolworks Lengthwise (Mindcape, £41.13)
US Atlas (Mindcape, £69.33)
Visions [Requires Windows] (Mindcape, £34.99)
Word For Word (Mindcape, £41.13)
Word For Word Pro (Mindcape, £116.33)
Word For Word Version 5 (Mindcape, £116.32)
World Atlas (Mindcape, £81.88)
World Atlas Version 2 (Mindcape, £70.99)
World Atlas Version 3 (Mindcape, £70.49)
World Atlas Version 3 [CD] (Mindcape, £105.69)

SHOOT 'EM-UP

Bradley gritted his teeth and reached for his weapon. 'Take this, alien scumballs,' he cried, and loosed several rounds at the on-rushing hordes. They kept coming. 'No problem,' he thought as he hoisted a bazooka onto his shoulder. Thwump! They kept coming. 'Huh', said Bradley with a defiant flick of his head, and pushed the seventeen inch cannon into position (alright, settle down now). Kerrumph! They kept coming. 'Errr...' said Bradley with a fixed grin, 'why don't we all sit down round the table and discuss this like reasonable human beings...' then, as the hordes rushed into the light, '... oh dear!'



Spear of Destiny
Arac (Addictive, £2.99)
Bad Company (Addictive, £2.99)
Battle Command (Ocean, £29.99)
Battlestorm (Titus, £9.99)
Blood Money (Psygnosis, £9.99)
Dalek Attack (Alternative, £16.99)
Dick Tracy (Disney, £30.99)
Dogs Of War (Electronic Arts, £14.99)
Fire And Forget (Titus, £9.99)
Fire And Forget 2 (Titus, £9.99)
Freddy Hardest (Addictive, £9.99)
Game Over (Addictive, £9.99)
The Godfather (US Gold, £30.00)
Mayday Squad Heroes (Microvalue, £9.99)
Mega-Phoenix (Addictive, £9.99)
Menace (Psygnosis, £9.99)
THIS MONTH'S CLASSIC: MONTY PYTHON'S FLYING CIRCUS (VIRGIN GAMES, £9.99)
(See box-off for review)
Nova 9 (Sierra On Line, £29.99)
Operation Normuz (Alternative, £7.99)
Phantasm (Addictive, £2.99)
Rampart (Electronic Arts, £29.99)
Spear Of Destiny (Psygnosis £39.99)
Star Goose (Addictive, £2.99)
Strike II (Millennium, £30.99)
Super Space Invaders (Domark, £29.99)
Turn 'n' Burn (Microvalue, £9.99)
Xenon (Virgin Games, £9.99)

SMUT!

Bradley gritted his teeth and laid his cards on the table. This was the first time he'd played strip poker and he was pretty excited. It showed! He looked expectantly at the busty blonde next to him, who was already down to a very tasty set of M&S frillies. Her cards went down and Bradley jumped up with excitement and ripped off his G-string. 'I won, I won,' he crowed, 'I'm naked first!' The silence was not so much stunned as stunning. Bradley couldn't help wondering if he'd somehow missed something.

Daily Sport Covergirl Poker (Storm, £29.99)
Fascination (Coktel Vision, £35.99)
Leather Goddesses of Phobos (Virgin Games, £9.99)
THIS MONTH'S CLASSIC: LEISURESUIT LARRY 1 (SIERRA ON LINE, £39.99)
(See box-off for review)
Leisuresuit Larry 5 (Sierra On-Line, £39.99)
Les Manley In: Lost In LA (Accolade, £19.99)
Rex Nebular and the Cosmic Gender Bender (MicroProse, £44.99)

Spellcasting 201: The Sorcerer's Appliance (Accolade, £19.99)
Spellcasting 301: Spring Break (Accolade, £34.99)

SPACE COMBAT AND STRATEGY

Bradley gritted his teeth and tried to forget the way the R2 unit had squealed and sped back into the spaceport when it discovered it had been assigned to his X-Wing. Right now, though he had other things to worry about. There were a couple of TIE fighters right on his tail, and he was heading straight for an imperial star destroyer. Things couldn't possibly get any worse. Hang on... Klingons off the starboard bow? Something, somewhere had gone seriously wrong.

Elite (MicroProse, £25.53)
Elite Plus (MicroProse, £39.99)
Epic (Ocean, £34.99)
Hyperspeed (MicroProse, £44.99)
Mantis (MicroProse, £49.99)
Secret Missions I [Wing Commander I add-on] (Origin, £19.99)
Secret Missions II [Wing Commander I add-on] (Origin, £19.99)
Special Operations I [Wing Commander II data disk] (Origin, £19.99)
Special Operations II [Wing Commander II data disk] (Origin, £19.99)
Speech Accessory Pack [Wing Commander II add-on] (Origin, £17.99)
THIS MONTH'S CLASSIC: STAR CONTROL II (ACCOLADE, £34.99)
(See box-off for review)
Wing Commander I (Origin, £19.99)
Wing Commander I Deluxe Edition (Origin, £45.99)
Wing Commander II (Origin, £39.99)
X-Wing (Us Gold, £45.99)

SPORT

Bradley gritted his teeth and selected his pitching wedge. From where he was placed, a nice chip over the sand trap should set him up for an easy putt, and yet another birdie. Line it up, a gentle swing and... thwack... sploshi Ooops! Maybe that was a little too hard, but that stream certainly didn't look that close. A shout goes up from the other end of the fairway 'Oi, leave my bloody ball alone!' Mmmm, time to head for the 19th, pronto!

4D Sports Boxing Classic (Mindcape, £19.99)
Advantage Tennis (Infogrames, £30.99)
Archer Maclean's Pool (Virgin, £25.99)
Armchair Quarterback (Addictive, £4.99)
Barton Creek - Championship Course [Links Course Disk] (Access, £22.99)
Basketball (Mindcape, £25.99)
Basket Master (Addictive, £9.99)
Bay Hill Club - Championship Course [Links Course Disk] (Access, £22.99)
Bountiful [Links Course Disk] (Access, £22.99)
Carl Lewis Challenge (Psygnosis, £34.99)
Championship Baseball (Addictive, £4.99)
Championship Golf (Addictive, £4.99)



CLASSIC ROLE PLAYING GAMES



EYE OF THE BEHOLDER (SSI, £30.64)
Dungeon Master had already won Amiga and ST owners over to the idea of first person perspective RPGs, but its late arrival on the PC left something of a gap in the

market which was admirably filled by SSI's first *Beholder* title. Given the rather lacklustre presentation of previous *D&D* titles, the impressive graphics in *Eye of the Beholder* was a pleasant surprise. Plotwise, the first game isn't quite up to *Dungeon Master's* standard, but it is quite tolerant of beginners and worth a look for that.

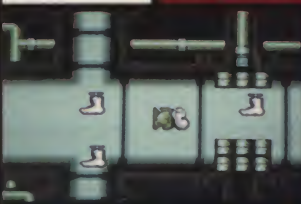
CLASSIC SERIOUS SOFTWARE



DELUXE PAINT II ENHANCED (ELECTRONIC ARTS, £99.99)
DPaint on the Amiga has become something of an industry standard, so it is not surprising that the same package on PC has enjoyed

considerable success (especially since it allows you to work with PCX files if you can't get along with IFF). This is about as fully-featured as paint programs come, unless you want to spend at least a couple of hundred pounds more. The only major feature that it does lack is animation. This is covered by a second package, *Deluxe Animation*.

CLASSIC SHOOT'EM-UP



MONTY PYTHON'S FLYING CIRCUS (VIRGIN GAMES, £9.99)

Just what the hell do you do with a licence as weird as this one? A shoot 'em-up isn't the first thing that springs to mind when the words 'Monty

Python' are uttered, but Virgin did an excellent job of creating what amounts to an interactive Terry Gilliam cartoon, complete with Mr. Gumby, the infamous foot, and parrots galore. A brilliantly insane and wacky way to kill the odd hour or two every now and then, not to mention a few parrots.

CLASSIC SMUT



LEISURESUIT LARRY 1 (SIERRA ON-LINE, £39.99)
 Al Lowe's masterpiece is significant, not just inasmuch as it introduced a risqué element to computer games, but that it dared to assume, and rightly so, that the PC, even as a games machine, was largely an adult plaything. To be fair to Lowe, the Larry adventures weren't just an excuse for cheap titillation, in fact, anyone who played them expecting such would have been sorely disappointed. This first adventure has now had its graphics and interface souped up, so it's well worth a look.

CLASSIC SPACE COMBAT & STRATEGY



STAR CONTROL II (ACCOLADE, £34.99)
This strategic shoot 'em-up gains its classic status by virtue of the fact that it's one of the few games that has enjoyed almost universal and permanent popularity in the

PC Zone office. The strategic aspect doesn't particularly have anything to recommend it, but the combat is great. There are a dozen different craft types, each with its own method of attack and defence, and pitching ill-matched craft against each other makes for an interesting battle.

CLASSIC SPORT



SKI OR DIE (ELECTRONIC ARTS, £10.99)
Following on from the success of *California Games*, EA turned its attention to winter sports, but applied the same off-beat sense of humour to them. None of the five events is

particularly conventional (again in the spirit of *California Games* and *Skate and Die*), although *Downhill Blitz* is reasonably close. That this game doesn't expect to be taken too seriously is demonstrated by the inclusion of a snowball fight and one event which basically involves sliding down a snow slope on an inner tube.

CLASSIC STRATEGY



RAILROAD TYCOON (MICROPROSE, £35.75)
Sid Meier's simulation of the pioneering days of railroads in Britain and America has deservedly earned classic status. You begin with a small amount of cash with which to

lay your first tracks and buy rolling stock. You must use these meagre resources to attract business and build your empire, while keeping a very close eye on the opposition who are out to make your life as difficult as possible. It soon becomes extremely addictive. Highly recommended to strategy enthusiasts.

CLASSIC WARGAMES



TASK FORCE (MICROPROSE, £44.99)
MicroProse's earlier game, *Silent Service II*, led the way for World War II naval simulations. *Task Force* takes the tremendous visual technology used in that game

one step further, and the 'binocular' views are now supplemented by stunning 'observer' views from outside the ships. The control system is a bit fussy and can become frustrating, but this remains an excellent game for anyone looking for an involved simulation of major surface actions in the Pacific.

Championship Manager (Domark, £29.99)
David Leadbetter's Golf (MicroProse, £44.99)
Disc (Digital Integration, £7.99)
The Dream Team (Ocean, £29.99)
Earl Weaver Baseball 2.0 (Electronic Arts, £29.99)
European Soccer (MicroProse, £25.99)
Firestone [Links Course Disk] (Access, £22.99)
Five Nations Rugby (Audiogenic, £22.99)
Football Director II (D&H Games, £9.99)
Football Manager (Addictive, £2.99)
Football Master (Addictive, £9.99)
Front Page Sports Football (Dynamix, £39.99)
The Games - España '92 (Ocean, £34.99)
GFL Championship Football (Addictive, £4.99)
Golf Companion [Requires Windows] (Mindscape, £34.99)
Hardball III (Accolade, £34.99)
Hotshot (Addictive, £2.99)
Hotshot (Addictive, £2.99)
Hyatt Dorado Beach [Links Course Disk] (Access, £22.99)
International Athletics (Zeppelin, £9.99)
International Sports Challenge (Empire, £34.99)



Jordan in Flight (Electronic Arts, £39.99)
Italia '90 (Virgin Games, £9.99)
Jack Nicklaus Course Disk Volume 4 (Accolade, £4.99)
Jack Nicklaus Course Disk Volume 5 (Accolade, £4.99)
Jack Nicklaus Unlimited Golf and Course Design (Accolade, £29.99)
Jack Nicklaus Golf Signature Edition (Accolade, £39.99)
Jimmy White's Whirlwind Snooker (Virgin Games, £35.99)
Joe Montana Football (US Gold, £35.75)
John Madden Football II (Electronic Arts, £29.99)

Jordan in Flight (Electronic Arts, £39.99)
Links (Access, £40.99)
Links 386 Pro (Access, £45.99)
Links - The Challenge Of Golf Courses (Access, £40.00)

The Manager (US Gold, £30.99)
Mauna Kea [Links Course Disk] (Access, £22.99)
Mike Ditka Ultimate Football (Accolade, £34.99)
Mountain Bike Racer (Addictive, £9.99)
Multiplayer Soccer Manager (D&H Games, £24.99)

NCAA Road To The Final Four (US Gold, £30.99)
NFL Football (Konami, £39.99)
PGA Tour Golf [Windows Version] (Electronic Arts, £39.99)

PGA Tour Golf Course Disk [PGA Tour Golf data disk windows version] (Electronic Arts, £15.99)

PGA Tour Golf Course Disk [PGA Tour Golf add-on] (Electronic Arts, £14.99)

PGA Tour Golf+ (Electronic Arts, £34.99)
Pinehurst - Championship Course [Links Course Disk] (Access, £22.99)

Pro-Tennis Simulator (Addictive, £9.99)

Pro-Tennis Tour 2 (Addictive, £9.99)

THIS MONTH'S CLASSIC:

SKI OR DIE (ELECTRONIC ARTS, £10.99)

(See box-off for review)

Rodeo Games (Microvalve, £9.99)

Rugby Coach (D&H Games, £9.99)

Summer Challenge (Accolade, £34.99)

Summer Olympiad (Microvalve, £9.99)

Super Ski (Addictive, £2.99)

Tennis Cup II (Loricels, £29.99)

Trackball Manager (Alternative, £7.99)

Troon North [Links Course Disk]

(Access, £22.99)
TV Sports Baseball (Mindscape, £19.99)
TV Sports Boxing (Mindscape, £19.99)
Wayne Gretzky 2 (US Gold, £30.99)
Wild Wheels II (Ocean, £29.99)
Windsurf Willy (Addictive, £9.99)
Winter Challenge (Accolade, £34.99)
Winter Olympiad (Microvalve, £9.99)
Winter Supersports '92 (Microvalve, £25.99)
World Cricket (Zeppelin, £9.99)
World Tennis Championship (Mindscape, £34.99)
WWF (Ocean, £29.99)
WWF European Rampage Tour (Ocean, £29.99)

HIGHLIGHTED THIS ISSUE

STRATEGY

Bradley gritted his teeth and then took a long puff on his fat cigar. Things were looking up for his railroad empire. He'd built it up from practically nothing. As he looked out from his office window above his first and largest marshalling yard he surveyed gleaming engines, coal trucks, passenger cars and mail cars all standing row upon row. And now, after five almost successful years in the business, young Thompson, the tea boy, had come up with an ingenious idea and to Bradley it had the ring of genius. Yes, why not lay some tracks. It was a gamble but, heck, that's what business is all about.

AIR BUCKS (IMPRESSIONS, £34.99)

An interesting simulation of managing a major airline, beginning with a single aircraft just after the second world war. The presentation leaves something to be desired, but it does have some appeal if you give it long enough.

ARCHITECTURE I [SIM CITY DATA DISK] (DIGITAL INTEGRATION, £9.99)

A set of new city graphics for use with... you guessed it... *Sim City*.

ARCHITECTURE II [SIM CITY DATA DISK] (DIGITAL INTEGRATION, £9.99)

More of the same.

A-TRAIN (OCEAN, £29.99)

Maxis' answer to *Railroad Tycoon* has you setting up and managing a modern railroad, but to ensure its economic success, you also have to cultivate the surrounding area by funding various public utilities. You have to spend a lot of time building it up, so the early stages of the game can get tedious, but it becomes compulsive once you have things underway.

BETRAYAL (MICROPROSE, £35.75)

A simulation of feudal rivalry in which you must manage the requirements of your lands, make and break allegiances with other powerful lords and do a bit of back stabbing whenever it becomes necessary.

BREACH 2 ENHANCED (IMPRESSIONS, £29.99)

An enjoyable space combat game in which marines are moved around a two dimensional map to achieve the objectives of a series of missions which range from recovering people and objects to all-out assaults. Not really fast or particularly atmospheric, but strangely compelling.

BUZZ ALDRIN'S RACE INTO SPACE (ELECTRONIC ARTS, £34.99)

An imaginative choice of subject and a well judged learning curve makes for an excellent historical strategy game. Play either the Yanks or Soviets in the expensive Cold War ego race to get a man on the moon.

CAESAR (IMPRESSIONS, £34.99)

A so-so simulation of managing the Roman Empire from its early beginnings. Includes some nice ideas, but is poorly executed in places.

CASTLES (ELECTRONIC ARTS, £34.99)

As its name suggests, this game is all about designing, building and protecting castles. The game offers a nice mix of elements, but it doesn't quite hang together.

CENTURION (ELECTRONIC ARTS, £10.99)

Another Roman Empire simulation, but it succeeds rather better in achieving its aims than the Impressions title. In this variant on the theme, you begin as a soldier in the army and must rise through the ranks to be crowned as Caesar, and go on to conquer Europe, the Middle East and North Africa (Oh and marry Cleopatra along the way).

CIVILIZATION (MICROPROSE, £39.99)

A brilliant follow up to *Railroad Tycoon*. This employs a similar engine but has much greater scope. You begin with a single tribe and no knowledge of other civilisations. Your aim is to build your empire by making technical advances, conquering other civilisations and eventually colonising another planet. Very compelling.

CRISIS IN THE KREMLIN (MICROPROSE, £39.99)

A unique simulation of the recent political wrangles in the former Soviet Union. You can play a hard-liner, Gorbachev or Yeltsin. Having wrestled power from your contenders, you now have to keep it, and that means keeping several factions happy. Worth a look, if you are interested in twentieth century history.

DISCOVERY (IMPRESSIONS, £34.99)

Follow in the footsteps of Christopher Columbus in this strategy game based on exploration and trading to the new worlds.

DUNE (VIRGIN GAMES, £35.99)

The first game based on David Lynch's film of Frank Herbert's classic science-fiction novel. It is based on the management of the trade in spice found on the planet Arrakis. The player must harvest the spice while fighting off the evil Harkonnens and the corrupt emperor.

DUNE 2 (VIRGIN GAMES, £35.99)

A second and more successful attempt at using this big licence. The themes are the same, but this is far more of a wargame, played out on an attractive 2D playfield representing the surface of Arrakis.

FLAMES OF FREEDOM (MICROPROSE, £44.99)



The follow up to the hugely successful *Midwinter*. This time the temperature has taken an upward turn and the landscape to be conquered is an archipelago under attack from a dictator based on the mainland. The engine is similar to *Midwinter*, but the gameplay has even more depth.

FLOOR 13 (VIRGIN GAMES, £34.99)

The premise is that there exists a very secret department whose sole purpose is to keep the current government in power by whatever means are necessary. Judging by the weird things that happened at the last election, some might say it's not too far fetched. Interesting management game.

GLOBAL EFFECT (MILLENNIUM, £34.99)

A simulation of the effects of civilisation on ecology. Sort of a cross between *Sim City* and *Civilization*, but with an ecological bias, and the appeal of neither.

GOLD OF THE AMERICAS (SSG, £29.99)

Fairly so-so game dealing with the exploitation of South and Central America by European countries during the 15th century. One for students of that area of history, but not much cop otherwise.

IMPERIUM (ELECTRONIC ARTS, £10.99)

Space trading and management game in which you must build an interstellar empire by defeating your rivals for galactic territories. Pretty humdrum.

MEGA-LO-MANIA (UBI SOFT, £34.99)

Sensible Software's colourful game of planetary warfare in which you must manage your tribe as it discovers new weapons and fights other tribes to conquer a series of increasingly difficult islands. Not bad, but not quite as good as the likes of *Populous II* and *Civilization*.

MERCHANT COLONY (IMPRESSIONS, £34.99)

A game that recreates the processes of colonisation that were common up until the end of the last century. You must establish an empire by purchasing ships, and managing colonists. Not brilliant, but playable enough.

MIDWINTER (MICROPROSE, £35.75)



The game that put the 3D into strategy. Set in the far future after the Earth enters a new ice age. You must protect the island on which you eke out a living from invasion, by enlisting the help of local specialists and using whatever vehicles and resources come to hand. Brilliant.

MOONBASE (MINDSCAPE, £45.99)

Very poor attempt to create a *Sim City* on the moon. Quite frankly you'd be better off getting *Sim City* and the Architecture disk that includes the space graphics.

OMEGA (MINDSCAPE, £30.99)

A very unusual tank simulation in which the tanks must be programmed to give the best performance in the battlefield. The graphics are very lacklustre, and there's a doorstop of a manual to wade through, but it still has a fairly fanatic following and is worth a look if you like something a bit cerebral.

PALADIN 2 (IMPRESSIONS, £34.99)

Like *Breach 2*, only with a fantasy setting, rather than a futuristic one. You have several quests to achieve, and although the action is turn based, it's all quite good fun.

PIRATES (MICROPROSE, £25.53)

Try your hand as a buccaneer in the West Indies in the 16th and 17th centuries. This classic strategy game is a bit rough round the edges, but strangely compelling nonetheless. Ask it's number one fan, our Ed. He's always been game for a bit of swordplay (or so he's always telling us).

POPULOUS (ELECTRONIC ARTS, £10.99)

A revolutionary game that everyone should own. You play a god responsible for a tribe of warlike people who are engaged in an interminable struggle with another tribe of people, who also have a god backing them. You have an arsenal of effects ranging from earthquakes to floods with which you can lay low the opposition. It's very addictive and well worth having at this price.

POPULOUS II (ELECTRONIC ARTS, £39.99)

This reworking of the classic game puts thirty effects at your disposal. These can be combined to create all sorts of havoc. The original concept is injected with greater subtlety and depth making this well worth having a look at.

POWERMONGER (ELECTRONIC ARTS, £34.99)

Based on the *Populous* engine, but far more complex. This game of global conquest involves giving commands to your captain and his merry band of men as they fight their way across a series of islands. It looks very cute, but that belies its depth. Ingenious and

very playable.

THE PROMISED LANDS (POPULOUS DATA DISK) (ELECTRONIC ARTS, £10.99)

Adds five new landscape types: The French Revolution, Silly World, The Bitmap Plains, Legoland and the Wild West.

REACH FOR THE STARS (SSG, £29.99)

An old game of space exploration in combat. The EGA graphics are nothing to write home about, but there's quite a good game here if you give it some time.

REALMS (VIRGIN GAMES, £35.99)

A medieval war and economics game set on an isometric playfield. You must manage your cities, fight enemy armies and besiege cities. Not anywhere near as good as the classic, *Powermonger*.

ROBOSPORT (OCEAN, £29.99)

Proof that even Maxis doesn't quite hit the spot every time. This game of battling robots has naff presentation and (incredibly) even naffer gameplay.

SEARCH FOR THE TITANIC (ACCOLADE, £29.99)

An incredibly tedious simulation of an attempt to salvage the world's most famous wreck. You must first raise funds and hire crew and equipment before attempting to find and raise the wreck.

SHADOW PRESIDENT (DC TRUE/EMPIRE,)

Your chance to play at power politics and meddle in World affairs. Extremely in depth which works better as an educational toy than an out and out game.

SIEGE (MINDCRAFT, £29.99)

A brilliant idea. This game is based on sieges of fantasy castles, but unfortunately it doesn't quite hang together thanks to a very poor control interface.

SIM ANT (OCEAN, £34.99)

The most bizarre of Maxis' Sim products is this insect-eye's view of life in a suburban American garden. Your objective is to fight rival colonies of ants and then go on to raid the house. Strange, but compelling.

SIM CITY (CD) (MINDSCAPE, £44.99)

A multi-media version of Maxis' very first Sim game.

SIM CITY DELUXE (INFOGRADES, £35.99)

A reworking of the classic game in which you plan, build and run a city. You must provide resources like emergency services, power stations, an electricity grid and so on. Then there is a range of disasters to cope with from earthquakes to a godzilla style monster. Quite brilliant.

SIM EARTH (OCEAN, £40.86)

Based on James Lovelock's Gaia hypothesis, which sees the earth as functioning like a single organism, this is more of a serious simulation than *Sim City*, so it doesn't have the same immediate appeal, but it is fascinating nonetheless.

SIM LIFE (MINDSCAPE, £39.99)

Another Sim game based on the work of a famous scientist. This time it's Richard Dawkins, neo-darwinist and author of the classic texts *The Selfish Gene* and *The Blind Watchmaker*. This one is all about experimenting with evolutionary parameters to create new lifeforms. Again, fascinating, but not a game.

STEEL EMPIRE (MILLENNIUM, £34.99)

A simple war and economics game based on battling robots. It's a nice idea but it lacks pace and depth. Not worth its asking price, but would make a good budget game.

TERRAIN EDITOR [SIM CITY DATA DISK] (DIGITAL INTEGRATION, £9.99)

A chance to create your own scenarios. You can use the original graphic sets or those from the architecture disks.

WARLORDS (SSG, £29.99)

First class and enormous fantasy strategy game with role-playing elements. You play one of a number of exotic races and explore the war torn land of Illuria, fulfilling quests and fighting opposing factions.

XENOBOTS (ELECTRONIC ARTS, £39.99)

Gigantic robots battle it out in a post holocaust environment. A nice mix of strategy and shoot 'em-up, but lacking in long-term appeal.

WARGAMES

Bradley gritted his teeth and ducked as another shell whistled overhead and thumped into the trampled soil behind him, the explosion throwing him roughly to the ground. He decided that leaving the trench had been an enormous mistake. Now he was totally lost and he was going to have to ask for directions again (the last time he had accosted a very helpful Korean airline pilot and had foolishly trusted him, he realised his mistake ten days later somewhere in the Gobi desert.). As luck would have it, at that very moment a helmet appeared from the trench just ahead of him, closely followed by a grubby face. 'Excuse me,' called Bradley, 'could you possibly tell me where the nearest latrine is?' 'Hande hoche,' said the face. 'Never mind then,' said Bradley, 'too late now anyway.'

Action Stations (Intermecine, £39.99)

Advanced Destroyer Simulator

(Digital Integration, £9.99)

American Civil War I (SSG, £29.99)

American Civil War II (SSG, £29.99)

American Civil War III (SSG, £29.99)

The Ancient Art of War

(Broderbund, £34.99)

The Ancient Art of War at Sea

(Broderbund, £34.99)

The Ancient Art of War in the Skies

(MicroProse, £39.99)

Balance of Power (Mindcape, £25.99)

Battle Isle (Ubisoft, £34.99)

Battleset #3 [Harpoon Data Disk]

(360, £14.99)

Battleset #4 [Harpoon data disk]

(360, £14.99)

Carriers at War (SSG, £34.99)

Carrier Strike South Atlantis 1942-45

(SSI, £39.99)

Charge Of The Light Brigade

(Impressions, £29.99)

Cohort (Impressions, £29.99)

Command HQ (MicroProse, £34.99)

Conflict In The Middle East (SSI, £35.99)

Conflict - Korea (SSI, £34.99)

Designer Series [Harpoon add-on]

(360, £19.99)

The Emperor (Infogrames, £39.99)

The Final Conflict (Impressions, £25.53)

Fort Apache (Impressions, £29.99)

Genghis Khan (Addictive, £9.99)

Global Conquest (MicroProse, £44.99)

Great Napoleonic Battles

(Impressions, £29.99)

Great Naval Battles (SSI, £39.99)

Harpoon (360, £39.99)

Historyline 1914-18 (Blue Byte, £39.99)

MacArthur's War (SSG, £29.99)

Operation Combat

(Digital Integration, £9.99)

Panzer Battles (SSG, £29.99)

Patton Strikes Back (Broderbund, £39.99)

The Perfect General (Ubi Soft, £39.99)

Rommel (SSG, £29.99)

Rorke's Drift (Impressions, £25.53)

Scenario Editor [Harpoon add-on]

(360, £19.99)

Spoils Of War (Storm Computers, £34.99)

Strikefleet (Electronic Arts, £10.99)

THIS MONTH'S CLASSIC:

TASK FORCE

(MICROPROSE, £44.99)

(See box-off for review)

UMS II (MicroProse, £24.99)

UMS II Planet Editor [Requires UMS II]

(MicroProse, £24.99)

V For Victory (360, £34.99)

Western Front - The Liberation of Europe

(SSI, £34.99)

MINI COMPO



Fly by night pirate software

Yeah, we've two copies of a pirate game to give away. Yep, two lucky readers will receive a copy of one of our favourite bits of software: *The Secret of Monkey Island II* and a copy of *Comanche: Maximum Overkill* to boot. Generously donated by US Gold, these two games represent the best in graphic adventures and helicopter shoot 'em-ups respectively.

So, how can you get your grubby mitts on these lovely goodies? Just answer the three simple questions below:

1. Which company created the *Secret of Monkey Island II*?

- (a) Spielbergfilm
- (b) Lucasfilm
- (c) Brooke Bond

2. Which helicopter is featured in *Comanche: Maximum Overkill*?

- (a) Sea King
- (b) Super Puma
- (c) AH-64 Apache

3. US Gold gained its reputation in the early eighties for marketing quality software from which of these countries:

- (a) Taiwan
- (b) United States
- (c) Monaco

Send your answers on the back of a postcard or sealed envelope to: Golden Opportunity, *PC Zone*, 19 Bolsover Street, London, W1P 7HJ. Entries must be received by 3 June 1993.

Oops!

Eagle-eyed readers may have noticed a bit of a major cock-up in last month's mini compo. Question three made reference to MicroProse, when it should, of course, have made reference to Microsoft. When questioned, the person responsible merely snivelled that it was an easy mistake to make because both companies produce flight simulations and begin with 'Micro...'. Readers will be happy to know that his apology and excuse were not accepted and he was immediately taken to a place of execution and made to play CGA games for an entire week.

Apologies to both companies concerned, and to confused readers. We will not be taking the third question into account when judging the competition.

ZONE

ware

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- BANDITS (EGA)** Shoot down those blasted bandits before they get your bonus points.
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HOCKEY (EGA/VGA) Play hockey controlling your robot players against the computer.
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ALDO (EGA) Race along the levels and up the ladders jumping over the rolling barrels.
ANTHILL (EGA) Get the black ants and the eggs but avoid the red ants and the Queen. 10 levels.
ARCTIC (CGA) Guide your explorer through the puzzles and moving blocks.
BANANOID (VGA) Break Out type game with a scrolling screen.
BEYOND12 (VGA) Columns, a variant of Tetris. Aim for three patterns in a row.
CC13 (EGA/VGA) Play chinese checkers with up to six humans or computer players.
GJID20 (CGA/EGA/VGA) Push the crates into the vaporisers to clear each level. 14 levels.
MATHER (VGA) Test your matches, win money and buy prizes.
SUPBLAST (CGA) Several paddle arcade games in one.
TRACER01 (EGA) Can you draw the patterns given without lifting your pen from the paper nor drawing the same line twice?
VGAART (CGA/EGA/VGA/SVGA) Creates great fractals and other pictures under your control.
1COSMIC (VGA/Hard Disk) Cosmo's Adventure "Forbidden Planet" Help Cosmo get the fruit and avoid being eaten.
FLYGAME (VGA) How long can you fly your Jumbo over the fractal 3D mountains.
JIM (Text) Humorous text adventure. Get Jim through his trials meanwhile coping with his mysterious friend Alan.
SG (EGA/VGA) Star Goose like the arcade game Zaxxon. Fly over the 3D landscape shooting mines and picking up fuel, shields and ammunition.
DARKAGES (EGA/VGA) Pickup the objects by jumping and running around the colourful screens avoiding the flying beetles. 21 levels.
DOUBLINK (CGA/EGA/VGA) Tetris like game but you have to line up the correct colours to defeat the meenies.
GOAL (CGA/EGA/VGA) You are the manager of a 4th division football club of your choice. Can you cope with all aspects of football team management and take your team to the top of the first division?
SHERLOCK (EGA/VGA/Mouse) A game of deduction: you must determine the locations of 36 blocks. Single person/tournament options.
XMASLEM (CGA/EGA/VGA) Yes the famous lemmings! They are here in a Christmas demo with four playable levels.
ANTI-VIRUS DISK Also included with the selection is an anti-Virus disk. The files on this disk are the latest releases of the McAfee Associates virus detection and clean up utilities dated October 1992. Over 1300 viruses and variants are detected. There is also a list of all the variants and a brief description of what they do.

IMPORTANT

The disks are only available as a complete 5 disk package and cannot be purchased individually. The disk set costs £19.95 and is inclusive of package and postage and VAT. This offer applies to the UK only.

Order Ref. BR30A

Windows Shareware

PRICE £4.50 each

LEISURE 4

- BLITZER** Helicopter attack game.
BLOCKS Edit your own block
FACEMKR Make cartoon faces.
HYPEROID Asteroids game.
JEWEL THIEF Arcade game.
SOLUS 1 Solitaire board game.
MEGANS MATCH Pelmanism memory game.
TILE Neat and small falling tile-type game.
PHOEBE Gives astrological information related to the moon.
CALCULATION SOLITAIRE High quality solitaire card game.

Order Ref. BM15A

Leisure 6

- HEXTRIS** Hexagonal Tetris game.
KYE2b Brilliant puzzle game.
LANDER3 Lunar Lander game.
MAGIC Dominoes - they'll bowl you over.
MISSILE Missile attack! game.
POKER Draw poker.
PUZZLE A puzzle game. Blimey!
REVERSI Reversi/Othello.
TOBOR Tobor - clear the screen of Tobors.
WFBALL11 American Football game.
WINADV20 Colossal Cave Adventure: A classic!
WINSOLIT Solitaire (Ver 92.01.04).

Order Ref. BM21A

Leisure 7

- ATOMS10** Atoms puzzle a little like Battleships.
BANGBANG Cannons.
BLACKOUT Click the targets.
CRIBII Cribbage
DEAPSEA Battleships.
GRADIT10 Graditor: an action game.
ISHIDO Tiles game.
LIGHT Electric light game.
MB Mile Bones Automobile card game.
MRMIND Tile/Bagel/Mastermind game for Windows.
PATMN Collect all the pills in the labyrinth.
PEGPUZL A peg-jumping puzzle.
WHEARTS Hearts card game.
WINTREK2 WinTrek 2.0 game.
WINTRIS Yet another Tetris game.

Order Ref. BM22A

WordUp Graphics Toolkit v3.0 for Turbo C++

PRICE £4.50

This disk contains about 50 example files showing how to use the WGT library for Turbo C++ 1.0 or better. DETAILED examples include a Pacman like game, Space Invaders, a top view dungeon game, a side view platform game, and much more...

The library includes a sprite editor and an animation library for sprites and 4-way scrolling. Everything you require to write your own action games. Requires Turbo C++ and 1.3 Mb of disk space.

TO EXTRACT THE FILES:

- 1) Make a directory on your hard disk - "MD CWGT"
 - 2) Make your current directory - "C:" and "CDWGT"
 - 3) Then, if your floppy is A: type "A:" and then "Extract A:" or if your floppy is B: type "B:" and then "Extract B:" (The EXTRACT batch file takes the floppy drive as an argument)
- Read the Documentation carefully. There is a lot of it. You may find that you have to change the default directories in the .PRJ files. You may also have to make the directory path something like ".;CAT\INCLUDE" so that the current directory is checked first.

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Mr Cursor

HE'S AFRAID OF HIS PC



I'M SCARED OF spiders, the green bits on the tops of tomatoes (which look like spiders if you suddenly spot them out of the corner of your eye), ledges (not heights, I can handle them - it's the ledge that's the worrying bit) and Anna Raeburn. In fact the list of things I'm scared of goes on and on and on - but the thing that really gets me is my PC. It's a bastard, it really is, and I sort of hate it. You'd think I'd get used to it, wouldn't you, seeing as I've had it for about nine months, but in actual fact the reverse is true... as each day passes I get more and more *un-used* to it. It's a giant box full of things that can go wrong. It's created a no-go area in my lounge: an area I dare not enter unless I'm wearing a rhinoceros-hide suit and have several burly friends with me (see diagram 1). But I think that at last I've finally found a way to snuff my fear out. Aversion therapy. And it's all thanks to a little QBASIC program called the dos Emulator, written by my psychiatrist. What the dos Emulator does will be apparent: it emulates DOS... meaning that you can type in a command and will be given the inevitable computer generated retort. The retorts, however, and this is the good bit, can be created by you. You can, for instance, type `CD X-WING` and get the response `C:/XWING>` (which is what you want to see, obviously). Or, if you're feeling brave, you might type the same command and angle it so the retort says **SERIOUS HARD DISK ERROR, INVALID DIRECTORY, NO SECTORS FOUND, YOUR PC WILL NEVER WORK AGAIN** (i.e. the sort of message I was receiving very recently, before I had my hard drive replaced). Here's the program, just pop into QBASIC and type it in...

```
DO
CLS: INPUT "what do you want
your PC to tell you? ";a$: CLS
DO
PRINT: LINE INPUT "C:/,";b$:
PRINT a$
LOOP UNTIL a$="ending therapy
session"
LOOP until b$="quit"
SYSTEM
```



DIAGRAM 1

- ① Table with PC on it
- ② No go area
- ③ Sofa 1
- ④ Sofa 2
- ⑤ Table with TVs
- ⑥ Safe route
- ⑦ Empty table with dodgy leg

Mr Cursor's 'Down The Side' Bit

"Is it just us?" I sometimes ask myself. "Is it just you who what?" you might wonder, not being quite sure what I was talking about. "Is it just us who gamble on computer games?" I would reply, to clarify the matter. Yes, it has to be admitted that the staff of *PC Zone* regularly exchange huge wads of cash after computer games contests. We'll bet on anything, from *Scrabble* to *Chess*, from *Grand Prix* to *Stunt Island*, from *Ultima Underworld* to *Buzz Aldrin's Race Into Space*. Obviously some games are harder to gamble on than others, but with the application of a little imagination a set of foolproof 'rules' can be worked out for just about anything. Our main game for gambling is (somewhat inevitably) *Star Control 2*. So here's an example of how to bet on *Ultima Underworld II*.

The Underworld II Death Sprint

Setting It All Up: Two (or more) players study the *Ultima Underworld* map and decide where the start and finish positions of the race are to be set... note that they needn't be on the same level. Someone then enters the game and walks the character to be used to the finish line, drops a certain object there, and then returns to the start position. He/she then saves the game.

Rules: The players decide whether it will be a straightforward dash to the finish or whether there will be any added attractions (for instance they may decide that one Headless and two Bats have to be killed en-route).

The Adjudicator: The adjudicator triggers the stopwatch at the exact moment the saved game is loaded and the character sprints away, and stops it as soon as the character reaches the finish line and has picked up the object dropped there earlier.

Take It In Turns: You then, er, take it in turns to race - each contestant starting from the same *SAVE* position.

In Case Of A Tie: If the players have agreed to kill certain monster(s) on the way, the remaining vitality and mana points are totted up and the player with the higher average is the winner. (This weighs the odds against chickenshit magician types, which we feel is as it should be... you may have different ideas).

The Stakes: It's up to you, but we have found that a fiver each bunged into a kitty with the winner taking all works pretty well. ☑

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The Bad...



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